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GAMES-X

21st-26th June '97
Issue Nine

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

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Core's Frenetic

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★ **MAN UTD EUROPE**



Manchester United European Edition

★ **HEART OF CHINA**
★ **PREHISTORIK**

EXCITING
INFOGRAMES DESIGN
A SEQUEL COMPO

LET'S GET TOGETHER DO MULTI PLAYER GAMES REALLY ADD THAT EXTRA BIT OF SPICE?



ARACHNOPHOBIA p.16



OPTIMUS ON PEGASUS p.38



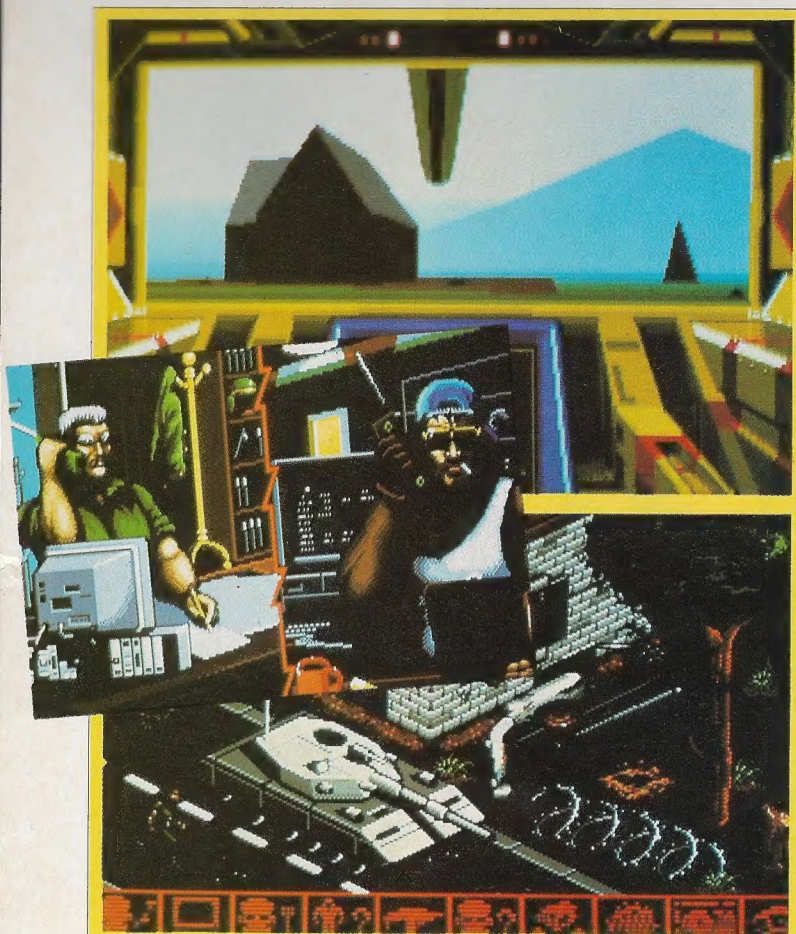
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TWILIGHT 2000

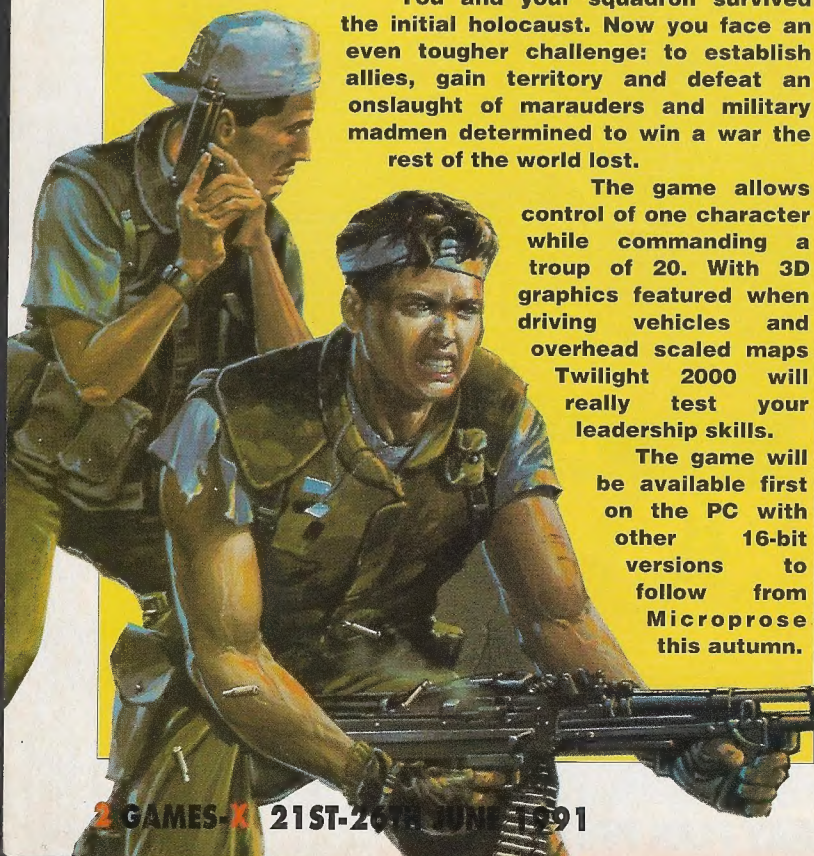
Twilight 2000 thrusts you into a dark but realistic vision of the aftermath of World War III. Radiation, famine and disease are rampant. The only luxury is survival itself.

Poland has been a battlefield for three years, devastated by brutal charges, frantic retreats and merciless tactics of the Warsaw Pact and NATO forces. Left in the wake of destruction are stockpiles of weaponry, explosives and military vehicles.

You and your squadron survived the initial holocaust. Now you face an even tougher challenge: to establish allies, gain territory and defeat an onslaught of marauders and military madmen determined to win a war the rest of the world lost.

The game allows control of one character while commanding a troupe of 20. With 3D graphics featured when driving vehicles and overhead scaled maps *Twilight 2000* will really test your leadership skills.

The game will be available first on the PC with other 16-bit versions to follow from Microprose this autumn.



SPACE QUEST I

Having met the Time Rippers in *Space Quest V*, Roger Wilco looks set to travel way back to his very first adventure - the Sarien Encounter.

Sierra will be releasing the new SCI version of *Space Quest I* in July. The game sees our Roger growing in stature from a lowly starship janitor to saviour of the world. During his exploits Roger will visit all manner of exotic locations such as the Bar on Ullance Flats and the Alien Base.

Available first on the PC, *Space Quest I* will feature stunning 256 colour, VGA graphics.



CODEMASTERS

Budget specialists the Code Masters has teamed up with Canadian firm Carmerica to launch a host of unlicensed NES games for the US.

There will be four different streams of games - Gold Series at \$49.99, Silver Series costing \$39.99 each, Rainbow Series priced at \$29.99, and the Quattro Series coming in at \$54.95. The first games to appear will be *Micro Machines* and *The Fantastic Adventures of Dizzy* on the Gold Series.

Other titles include *Stunt Kids* and *MIg-29* (Silver) plus *Bike Simulator* and *Barbarian* (Rainbow). The Quattro games will follow a theme, such as sport or adventures, and will have four games on one cartridge.

It remains to be seen whether Code Masters avoids Nintendo's wrath with unauthorised games - if it does, look out for them in the UK fairly shortly.



ELVIRA II



The Jaws of Cerberus is the second instalment in the adventures of horror Queen, Elvira.

The game begins at Black Widow Studios where Elvira is filming her next production.

As players enter the studio they notice it is deserted and that the starlet is





spooky old Victorian house, a maze of catacombs or a fog enshrouded graveyard.

Evil creatures are fended off with either real-time physical combat or a wide array of magical spells. As players confront and communicate with each of

the characters they may learn vital clues as to Elvira's whereabouts. Should a player be successful they will win the life of Elvira - fail and she will forever be trapped within the Jaws of Cerberus.

Elvira II: The Jaws of Cerberus will be available from Accolade for the PC and Amiga around Christmas time.

GAMEBOY

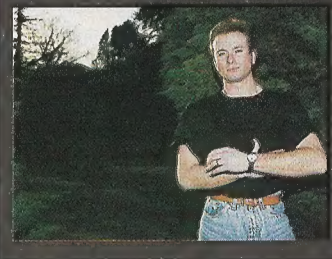
Following Prince William's unofficial crowning with a golf club, Nintendo supplied the injured heir with a **Game Boy** (complete with a golf game) to speed up his recovery. Apparently he's crazy about it.

ENTER JASON

Meet our new southern news editor, *Jason Spiller*. Most of you probably know this guy of old as he used to be coverdisk and features editor with *ST Action*.

Having left *Interactive* to project manage at *Millennium* for a year, Jason has been drawn back into the glamorous world of games mags once again. Hailing from *Bognor Regis* - yes, somebody actually does live there - *Games-X's* very *Burt Lancaster* look-alike is 26 with a wife and young daughter.

I reckon he's wasted in mags, Jas should've been in Hollywood years ago!



Nintendo is currently touring the UK with the *Pepsi Taste Challenge* roadshow. This comes at the same time as the console company is entering a multi million dollar joint advertising and promotion campaign with the drinks firm.

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Design a sequel to *North and South* and win fame and fortune.

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Get your lycra suit and blast the baddies in this shoot'em-up from *CORE* design.

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STRIKE COMMANDER

In the year 2007 the global power structure has been shattered by debt and the thirst for precious oil. Bled dry by taxes, state after state has seceded - leaving the United States a fragmented shell of its former self. Japan and OPEC have become the major world powers and multinational corporations have supplanted countries as the supreme political entities.

As a *Strike Commander* you'll be responsible for an elite group of mercenaries combating a world of deceit and violence. You'll pilot a wide range of specialist aircraft from the lowly P38 to the F22 *Lightning 2*, as you engage rival squadrons.

Programmed by *Chris Roberts*, the name behind *Wing Commander I* and *II*, *Origin's Strike Commander* features the *RealSpace 3D* system. You'll fly six different aircraft over 20 missions against 20 different types of enemy aircraft.

Strike Commander will initially be available on 386 PC compatibles with VGA graphics and sound cards. Judging from these screen shots it's going to be the best thing since the last best thing.



LEISURE SUIT LARRY

Sierra's lovable nerd is the star of three new games! First up is *Larry 5 - Passionate Patti does a Little Undercover Work*. Available in October on the PC, Larry 5 sees both Larry and Patti trying their hands at all new hilarious experiences.

Okay, so the first adventure may not have been the graphical masterpiece his latest adventure is, but after constantly moaning at Al Lowe, Larry has had his first series of exploits re-written with new improved SCI graphics. PC owners can relive Larry's early days in July.

Finally, for all you nerds out there, comes the *Laffer Utilities*, a side-splitting collection of non-productive pastimes. Learn how to efficiently waste more time in the office, preside over betting pools, spearhead birthday and holiday celebrations and even catalogue fave jokes. The *Laffer Utilities* promise to bring Larry even more fame and fortune.



LUXEMBOURG LINK

As a kid I remember crawling under the bed covers with my tranny and tuning in to 208 on the medium wave. With one ear out for my parents on the stairs and the other pressed close to my radio, I listened intently to the latest pop music as the reception whistled in and out.

OK, so I'm a bit of a crinkly, but Radio Luxembourg is still alive and kicking, and is now about to get into computer games. In an exclusive link-up with *Games-X*, Radio Luxembourg is



broadcasting four one hour game shows during July.

Called the **Games-X Games Show**, each program will feature reviews on a variety of different types of game and a

CONQUESTS OF THE LONGBOW

Conquests of the Longbow - The Legend of Robin Hood should appear in August. Designed by Christy Marx, the name behind Sierra's *Conquests of Camelot*, the game will put the player in a world of romance and adventure in an age of daring and valour.

Take up arms with Robin Hood and the merry men of Sherwood Forest as you attempt to raise a king's ransom while trying to evade the cunning traps of the clever and infamous Sheriff of Nottingham.

Available initially for the PC and later on the Amiga and ST, *Conquests of the Long Bow* will feature all your favourite characters, including: Robin, Little John, Friar Tuck, Maid Marion, Richard the Lionheart, King John and the Sheriff.



LE CHUCK'S REVENGE

"Appearances can be deceptive" - so learns Guybrush Threepwood in his second high-seas adventure, *Monkey Island II: Le Chuck's Revenge*.

Having seemingly destroyed the evil ghost pirate, Le Chuck with an agitated bottle of root beer, Guybrush learns a harsh lesson in ghost disposal: carbonated beverages, though initially destructive, subsequently serve to put the fizz back into the phantom. Now, Le Chuck's back and, boy, is he mad!

Players will be able to select three unique skill levels at the beginning of the game. Each level features different puzzles, not just the same one made harder or simplified. Puzzles will also vary from game to game, adding to replayability.

Fans of the original *Monkey Island* can look forward to even more witty humour and the reappearance of some of their favourite characters: Stan, the ship salesman, now in a new profession, and Governor Marley, who holds the key to getting Guybrush out of his current predicament. The game also includes a cast of grog-guzzling characters and never-before visited, puzzle-packed Islands.

PC owners will be able to get their hands on *Le Chuck's Revenge* around October time. ST and Amiga owners will have to wait until after Christmas.

phone-in competition. Want to know more? Then buy the mag next week and read full details in the news pages - this is gonna take me down memory lane!

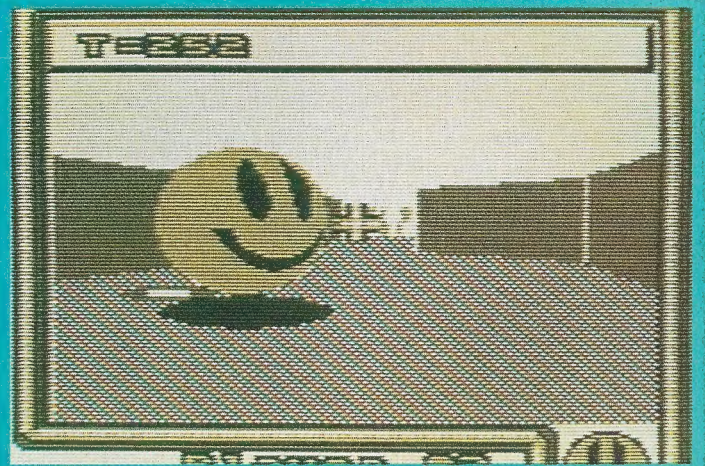
MEGA DRIVE CD

Sega last week launched its long awaited CD drive, the at the Japan Toy Fair. The machine is designed to be linked to the 16-bit console the Mega Drive. Price in Japan is ¥49,000, about £210.

It looks like it will reach the States in early 1992 and could arrive in the UK

just in time for next Christmas.

Very little is known about the drive and especially how much software support will be given to the machine, but it is understood that there are 27 licensees for the **Mega CD**.



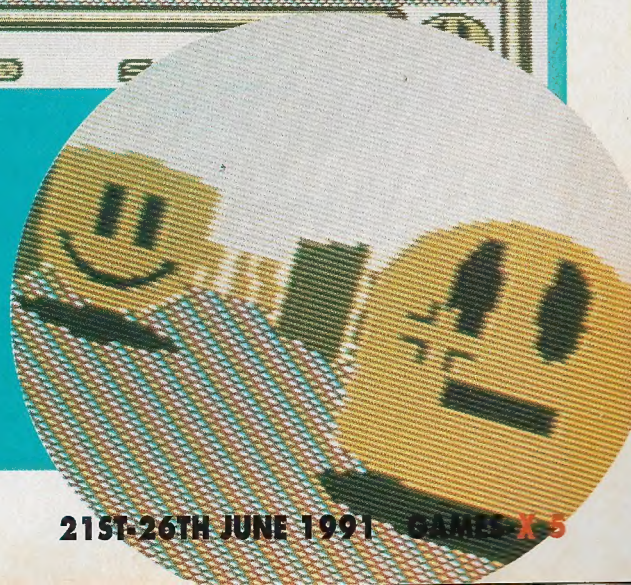
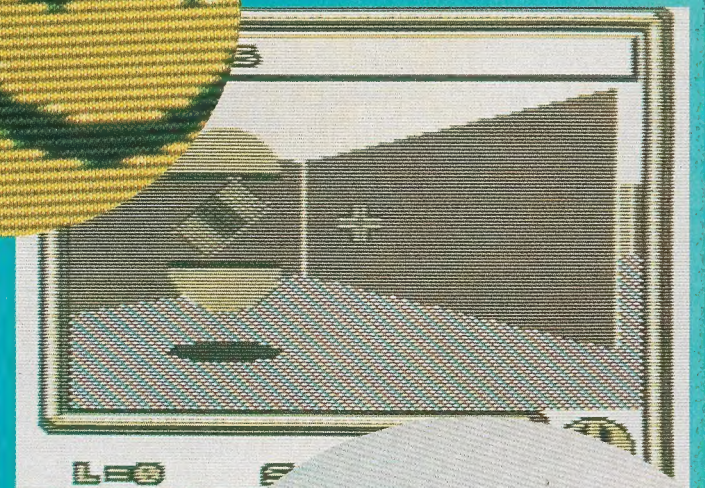
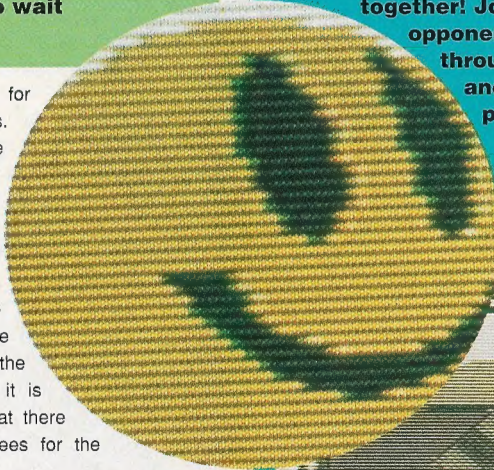
FACEBALL 2000

Described as virtual reality on the Game Boy this is a delightful puzzle/shooty romp though a vector graphics style maze.

The single player version has you stumbling through a maze blasting away at other bods and smashing your way through the thinner walls, which flash an intermittent lighter colour. When you spot a black section of the wall, go for it, that's the exit. Watch out for the little upside down bullet heads after level 10 cos they shoot at you - three hits and you're stuffed and you have 50 levels in all to struggle through.

The fun really starts when you link the hand helds together! Joining up to four Game Boys causes your opponents to become the enemy on your route through the maze. You can choose to hide and ambush or dive recklessly through the puzzle in a frantic search for the exit.

The incredibly addictive *Faceball 2000* will be available from Bullet Proof Software around September.



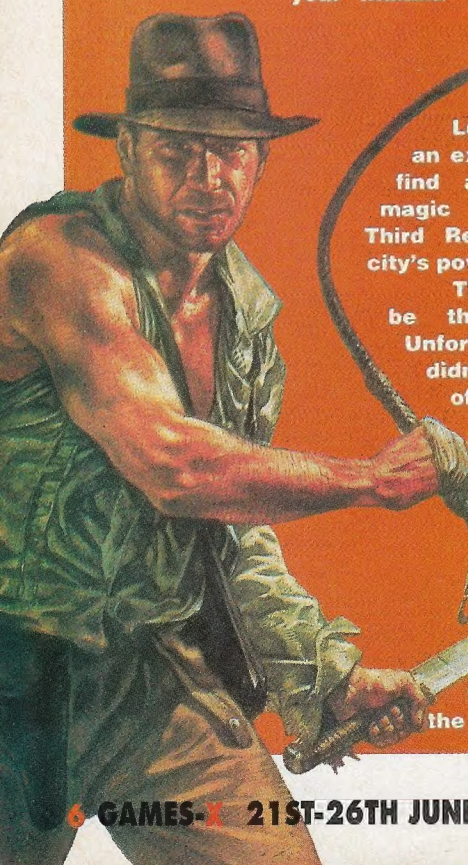


THE FATE OF ATLANTIS

Coming soon to a software store near you: *Indiana Jones and the Fate of Atlantis*, an original and thrilling graphic adventure from Lucasfilm Games. This is an exciting worldwide race to find and unlock the potent magic of Atlantis before the Third Reich unleashes the lost city's power for evil ends!

The Fate of Atlantis was to be the fourth Indy movie. Unfortunately, Harrison Ford didn't fancy playing the role of Indy and the project was put on hold. Now Lucasfilm Games have turned the story into an interactive adventure.

The game is the largest and most complex ever published by Lucasfilm and will be available on the PC in October and on the Amiga in early 1992.



LOST IN LA

The sun may be shining on the well-toned, bikini-clad bodies on Southern California's beaches, but tonight an eerie glow casts itself over Hollywood's celebrity-elite as more and more of them mysteriously disappear. Only one man can solve this one - we need Les Manley, hero of Search for the King.

Les is back right where he belongs, in the centre of the world's most glamorous and talked about community. Players must keep him from falling victim to the temptations of the Southern Californian lifestyle - fame, fortune and females! In addition, they



must also help Les solve Tinseltown's most sinister crime.

Lost in LA sees Les negotiating the area in and around Los Angeles, Les will meet up with plenty of Hollywood starlets, sun worshippers and even some smarmy producer-types stereotypical of the neighbourhood.

Mr Manley however, might prefer to talk to Dominique and Monique the female mud wrestlers, and shouldn't give up the chance to natter with Maladonna, the gorgeous singer, or Dr Nick, cosmetic surgeon to the stars.

The PC version will be available from Accolade this autumn. The Amiga version should follow a couple of months later.



BIG, BAD AND UGLY

US air-sim specialists, Spectrum Holobyte, are set to pay homage to the ugly duckling, which recently did us such great service in the gulf war. The A-10, known affectionately as the Warthog, is a rather ungainly looking bird, but what it lacks in looks it more than makes up for with its tank-busting firepower that includes an awesome 30mm GAU-8 seven-barrel gatling gun, which is capable of firing 4,200 rounds a minute.

This flying tank is capable of carrying an



enormous payload of armory, including fearsome armour-piercing shells, which are tipped with spent uranium and can blast clean through 18 inch armour plating.

The simulation includes simultaneous command over eight A10s as you encounter detailed campaigns over realistic contour terrain.

Big, Bad and Ugly is expected to be released some time this autumn.

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Battle	Elite	Sega	ST	£20.42	26/6/91
Blue Max	Mindscape	360	Amiga, PC	£25.53	26/6/91
Chuck Yeager's Air Combat	Electronic Arts	Brent Iverson	ST	£30.64	25/6/91
Mario Andretti's Racing	Electronic Arts	Distinctive	PC	£29.99	28/6/91
Mercs	US Gold	Tiertex	Spectrum cass	£11.99	24/6/91
			Amstrad cass	£11.99	24/6/91
			C64 cass	£11.99	24/6/91
			C64 disk	£16.99	24/6/91
Sorcerer	Virgin	Infocom	Amiga, ST	£9.99	26/6/91
			PC	£9.99	26/6/91
Riders of Rohan	Mirrorsoft	Spinnaker	PC	£34.99	26/6/91
Swap	Palace	In-house	Amiga, ST	£25.99	27/6/91
			PC	£25.99	27/6/91

GAMES CHARTS

1	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
2	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▼	VIZ House: VIRGIN Team: PROBE
4	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
5	★	SUPREMACY House: VIRGIN Team: PROBE
6	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
7	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
8	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
9	★	SWITCHBLADE 2 House: GREMLIN Team: GEORGE ALLAN & PAUL GREGORY
10	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
11	▲	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
12	★	ENGLAND CHAMPIONSHIP SPECIAL House: GRANDSLAM Team: TIERTEX
13	▲	MICKEY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
14	▼	HEROQUEST House: GREMLIN Team: 221B
15	▼	GODS House: RENEGADE Team: BITMAP BROTHERS
16	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
17	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
18	★	WINNING TACTICS House: ANCO Team: DINO DINI
19	▼	POWER UP House: OCEAN Team: VARIOUS
20	▼	GOLDEN AXE House: VIRGIN Team: PROBE



CHART FAX

No one in the Games-X office will sleep easily tonight as the Turtles are once again in the top spot and I have only one thing to say to you, "STOP BUYING IT!" (Steady on Bri - Ed.)

Gremlin's *Switchblade 2* has stormed in at a respectable number nine position and will hopefully stay in the top 20 for all eternity due to how brilliant it is.

Two footy games have made an appearance this week in the shape of *Winning Tactics*, yet another *Kick Off 2* data disk and *Grandslam's England Championship Special*.



You can turn to page 17 in issue 8 to see how good this game really is.

Probe software seems to be the most popular development team at the moment with five games in the top 20, three of which are in the top five positions! Unfortunately none of the games are of an exceptional standard.

After a brief leap up last week *Gods* has fallen once more, this time to numero 15, the lowest it has been for eight weeks.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts

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ATARI ST/AMIGA SELLERS

16-BIT COMPILATIONS

	ST	AM		ST	AM		ST	AM
3-D CONSTRUCTION KIT.....NEW	24.99	34.99	FUN SCHOOL 3 (U5)	17.50	17.50	PREDATOR 2.....NEW	17.50	17.50
3-D POOL.....NEW PRICE	9.99	9.99	FUN SCHOOL 3 5-7 YEARS	17.50	17.50	PRINCE OF PERSIA	17.50	17.50
688 ATTACK SUB.....NEW PRICE	N/A	17.50	FUN SCHOOL 3 7+	17.50	17.50	PRO FLIGHT SIM	27.99	27.99
A.M.O.S. GAMES CREATOR	N/A	34.99	FUTURE BASKETBALL.....SPECIAL OFFER	9.99	9.99	PRO TENNIS TOUR 2	17.50	17.50
A.P.B.....NEW PRICE	7.99	7.99	GARY LINKER'S HOTSHOTS	6.99	6.99	PUB TRIVIA	4.99	4.99
A.T.F.2	17.50	N/A	GAUNTLET 2	7.99	7.99	QUEST FOR GLORY 2	N/A	27.50
ACTION STATIONS (1MEG)	N/A	17.50	GALAXY FORCE.....SPECIAL OFFER	N/A	2.99	QUESTION OF SPORT.....NEW PRICE	9.99	9.99
ADVANCED DESTROYER SIM	17.50	17.50	GETTYSBURG	21.50	21.50	R-TYPE	7.99	7.99
ADVANCED FRUIT MACHINE	6.99	6.99	GHENGHIS KHAN (1 MEG)	N/A	27.99	RAILROAD TYCOON.....NEW	N/A	24.99
AFTERBURNER	7.99	7.99	GHOSTS AND GOBLINS (1 MEG) SPECIAL OFFER	9.99	9.99	RED STORM RISING	17.50	17.50
AFRICA KORPS	21.50	21.50	GODS	17.50	17.50	RICK DANGEROUS 2	17.50	17.50
ANCIENT BATTLES	17.50	17.50	GOLDEN AXE	17.50	17.50	ROADBLASTER	7.99	7.99
ARKANOID-REVENGE OF DOH	7.99	7.99	HAMMERFIST.....SPECIAL OFFER	5.30	N/A	ROBOCOP 2	17.50	17.50
ARMOUR GEDDON	N/A	17.50	HARD DRIVING.....NEW PRICE	7.99	7.99	ROCKET RANGER.....NEW PRICE	9.99	9.99
ARNHEM	N/A	13.99	HARD DRIVING 2	17.50	17.50	RORKE'S DRIFT	17.50	17.50
ATOMIC ROBOKID.....SPECIAL OFFER	9.99	9.99	HARPOON (1 MEG)	N/A	21.50	RUNNING MAN.....NEW PRICE	7.99	7.99
ATOMINO.....NEW	17.50	17.50	HERO QUEST	17.50	17.50	SEARCH FOR THE KING	N/A	24.99
AWESOME.....NEW PRICE	17.50	17.50	HILL STREET BLUES	N/A	17.50	SECRET OF MONKEY ISLAND (1 MEG)	17.50	17.50
B.A.T.....NEW PRICE	24.99	21.50	HITCHHIKERS GUIDE TO THE GALAXY	9.99	9.99	SHADOW DANCER.....NEW	17.50	17.50
BACKGAMMON	17.50	17.50	HOSTAGES	7.99	7.99	SHADOW OF THE BEAST	17.50	N/A
BANDIT KINGS OF ANCIENT CHINA	N/A	27.99	HYDRA	17.50	17.50	SHADOW OF THE BEAST 2	N/A	24.99
BARBARIAN 2	7.99	7.99	IPLAY 3-D SOCCER	17.50	17.50	SHERMAN M4.....NEW PRICE	7.99	7.99
BARDS TALE 3	N/A	17.50	IMMORTAL (1 MEG ONLY)	17.50	17.50	SIM CITY/POPULOUS	21.50	21.50
BATMAN THE CAPED CRUSADER	7.99	7.99	IMPERIUM	17.50	17.50	SKULL AND CROSSBONES	17.50	17.50
BATTLE CHESS	17.50	17.50	IMPOSSIBLE MISSION 2 NEW PRICE	7.99	7.99	SNOWSTRIKE.....SPECIAL OFFER	9.99	9.99
BATTLE OF BRITAIN (THEIR FINEST HOUR)	21.50	21.50	INDIANAPOLIS 500	N/A	17.50	SPACE QUEST 3	N/A	31.99
BATTLE MASTER	21.50	21.50	INTERNATIONAL CHAMPIONSHIP WRESTLING	N/A	12.99	SPEEDBALL	9.99	9.99
BOMBJACK	9.99	9.99	INTERNATIONAL ICE HOCKEY	17.50	17.50	SPEEDBALL 2	17.50	17.50
BRAT	17.50	17.50	INTERNATIONAL KARATE +	7.99	7.99	SPINDIZZY WORLDS.....SPECIAL OFFER	9.99	9.99
BRIDGE PLAYER 2150	N/A	21.50	JACK NICKLAUS UNLIMITED COURSES (1 MEG)	N/A	21.50	SPIRIT OF EXCALIBUR.....NEW	N/A	21.50
BUDOKAN.....NEW PRICE	N/A	9.99	JAHANGIR KHAN SQUASH	17.50	17.50	SPY SPY 1 OR 2 OR 3	4.99	4.99
CJS ELEPHANT ANTICS	N/A	9.99	JAMES POND (1 MEG)	N/A	17.50	STARGLIDER 2.....SPECIAL OFFER	6.99	6.99
CALIFORNIA GAMES.....NEW PRICE	17.50	17.50	JETS	7.99	7.99	STELLAR 7	N/A	17.50
CAPTIVE	17.50	17.50	JEWEL.....SPECIAL OFFER	N/A	17.50	STORMBALL	17.50	17.50
CAR-VUP.....SPECIAL OFFER	N/A	9.99	KAMIKAZE	7.99	7.99	STRIKE FORCE HARRIER NEW PRICE	9.99	9.99
CARRIER COMMAND.....NEW PRICE	9.99	9.99	KENNY DALGLISH SOCCER MANAGER	7.99	7.99	STRIP POKER.....NEW PRICE	7.99	7.99
CENTREFOLD SQUARES	9.99	9.99	KICK OFF.....SPECIAL OFFER	5.99	5.99	SUMER OLYMPIAD.....NEW PRICE	4.99	4.99
CENTURIAN	N/A	17.50	KICK OFF 2 (1 MEG)	13.99	13.99	SUPER CARS 2	17.50	17.50
CHAMPIONS OF KRYNN (1 MEG)	N/A	21.50	KICK OFF 2 (1 MEG)	N/A	17.50	SUPER HANG ON	N/A	7.99
CHASE H.Q. 2	17.50	17.50	KICK OFF 2 THE FINAL WHISTLE	8.99	8.99	SUPER MONACO GRAND PRIX	17.50	17.50
CHAMPION OF RAJ.....NEW	17.50	17.50	KICK OFF 2 WINNING TACTICS ADD ON	7.99	7.99	SUPER OFF ROAD RACER	21.50	21.50
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CHESS MASTER 2100	N/A	21.50	LAST NINJA 2	7.99	7.99	SWITCHBLADE.....NEW PRICE	7.99	7.99
CHIPS CHALLENGE	17.50	17.50	LEGEND OF GODDESSES OF PHOBOS	9.99	9.99	SWITCHBLADE 2.....NEW	N/A	17.50
CHUCK ROCK	17.50	17.50	LEGEND OF FAERGHAIL	21.50	21.50	SWIN	17.50	17.50
CHUKIE EGG 1 OR 2.....NEW PRICE	9.99	9.99	LEMMINGS	17.50	17.50	TEAM SUZUKI	17.50	17.50
CHORT FIGHTING FOR ROME	21.50	21.50	LICENCE TO KILL	7.99	7.99	TEE OFF	6.99	6.99
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The missing link

Ever wanted those flying and racing games to give you a better slice of the action? Then you're in need of that human touch and when it comes to video games, you'll probably find you already have the right connections...

With the quality of sound and graphics leaping ahead year by year, it's the all-important gameplay that's been lagging behind. Sure, we've seen some great innovations but there's only so much intelligence which can be built into a game.

Many chart-topping titles like *Gods and Armour* and *Geddon* feature a certain degree of artificial intelligence and the programmers have obviously made an effort to ensure that in the single player mode, you feel like you're actually playing in a world where the other beings think for themselves, rather than wandering around aimlessly like demented digital dorks.

Other game scenarios like *Populous*, *Powermonger*, *Sim City* create realism by making a complete living and constantly changing world in which you can immerse yourself. Clever and possibly intelligent, but it's not the sort of one-to-one player interaction we're talking about here. This is when the real human opponent sets him/herself apart from the typical dead-pan computer-controlled enemy.

Most games have a two player option and in some cases this is what makes them



In virtual reality the machines can all be linked up with each other so multi player tournaments can take place. This effectively lets you battle against your friends.

really special. If you've ever played *Kick Off* or *Pro Tennis Tour 2* against a human opponent, you'll understand why – not even NASA's finest supercomputer can emulate the human mind so you can't expect a humble games machine to do the job either.

WHAT MAKES MULTI-PLAYER GAMES SO GOOD?

Despite the limited amount of artificial intelligence involved, most two player games manage admirably, and it is mainly simulations that take two player gaming a stage further by offering dual-machine link-ups and modem access.

Data-links allow two machines running the same game in the same room to communicate by wire so that both players are in the same game but play from their own machines. Add a modem to the communications port of your Amiga, ST or PC and you can dial-up another player who could be anywhere in the world, but you can still be playing the same game.

Despite the cost in phone calls, dial-up options are

becoming more popular. In the 8-bit days, the lack of suitable communications ports resulted in a modem and phone line being essential for multi-player 'on-line' gaming with essentially text-based games like MUD (multi-user dungeon), *Federation II*, and *Shades* representing the best in multi-user adventuring.

NETWORKED

When several computers are connected together, it's an ideal opportunity for serious fun. What better way to spend time than in front of hundreds of thousands of pounds worth of mainframe or minicomputer?

The Macintosh is cheap and easy to network and has more than its fair share of 'net games: *NetTrek* and more recently, *Spaceward Hol* let a building full of gamers in different rooms join in and play alongside each other using previously installed network cabling. Simulation addicts can hook up to a networked version of *Falcon 2* for some really neat fly-by-wire.



Link-ups are easy – just connect the machines together and switch them on at the same time

HANDS UP

If you're lucky enough to own one of the popular hand helds, the chances are you've come closer to multi-player gaming than most people. And why? Quite simply, it's down to portability;

after all, you're more likely to find a bunch of gamers with hand held machines in the same location, than you would Amiga, ST or console owners – it's such a drag having to lug all those bulky boxes around and when you get to your destination you've got a pile of spaghetti to untangle and plug together.

Hand helds like Game Boy and Lynx were designed from the outset with multi-player games in mind. Game Boy uses the 'Video Link' cable allowing two machines to be connected and Atari's Lynx has the



ComLynx which can accommodate as many connected Lynxs as the game in question will allow.

Both machines come with the link-up cables as standard; all you have to supply is the extra hand held suitably decked out with the same cartridge in each, oh don't forget the second player too.

The up-and-coming Game Gear, Engine GT and Super Famicom are also fitted with link-up ports so expect multi-console gaming to be on the increase.

TWIN MACHINE MAYHEM

The back-end of all Amigas and STs features the infamous RS232 interface – good enough for most multi-machine link-up games. The Amiga calls it 'serial port', ST calls it 'modem port', but either way you only need three of those 25 pins. Make a cable yourself or buy one.

If there's one factor that's helped us to have the variety of link-up games we have today, it's the good 'ol RS232 port.

If the facility is there, the programmers are bound to use it; in fact it's an absolute doddle to transfer game data between two STs, Amigas or PCs, once you've got them connected together.

Making that connection simply involves

plugging a 'null modem' RS232 lead between the two machines in question. If you're not a dab hand with a soldering iron, you should be able to get something ready-made from your local dealer or a mail order company.

Because most major game releases cover all three formats, Amiga, ST, PC, you usually have the option to link up to a different machine running a version of the same game.

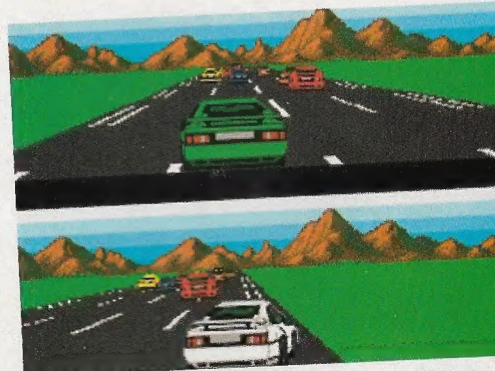
Some games take this a step further and let you play by modem to another computer. Great fun but frighteningly expensive – just imagine how much time you spend playing your favourite game... now that's a long phone call!

COMING SOON...

Games with a multi-player option are expected to reach new heights of sophistication for the main 16-bit home machines. Magnetic Fields is adding a great multi-player option to the follow-up to Lotus Turbo Esprit: two players can race full-screen between two Amigas/STs with a game link, but for the ultimate challenge, four players can hook-up with two on each machine looking at a split-screen view.

Looking further ahead still, 16-bit computer owners can get their soldering irons ready for some awesome play-by-wire in the form of Drop Soldier and the provisionally titled Cyber Fight.

Drop Soldier is an RPG/fantasy game in which, rumour has it, up to 16 – yep, that's what I said – 16



Four player action between two machines with Gremlin's follow-up to that racey driving Game, Lotus Turbo Esprit. Lotus 2 should be out later on this year

TWO PLAYER GAME BOY PAKS

Double Dragon: street fighting martial arts style. In two player mode you get to fight a real life opponent – well, almost.

WWF Superstars: the tackiest sport of all, Wrestling, comes to the small mono screen where two players can pretend to fight each other. Careful with that handbag, ma!

Pipe Dream: play with or against your opponent in this well-plumbed puzzle game. The two modes of two-up gameplay make this more interesting than it might otherwise be.

Flipull: another puzzle game with flying blocks – play well to make life more difficult for your opponent during simultaneous gameplay.

Tetris: the classic falling block puzzler – it's Nintendo's freebie so most Game Boy owners will have it around. Now you've got no excuse not to try out the link up!

RVF Honda: one of the greatest racing games offers the all-important twin-machine link-up. Great in single-player mode and even better for two playing on separate machines.

Powermonger: control the destiny of your people in this brilliant strategy simulation. The two-player link-up option adds to the game's depth and you can play by modem as well.

F-16 Combat Pilot: the finest jet fighter combat simulator back in '89 when it first appeared, still recommended and great with the two-player link-up missions.

Stunt Car Racer: four-wheeled fun in this entertaining race-style game with its elevated and undulating hair-raising action. From the safety of your own computer, watch your opponent trash his car in style.

Armour Geddon: a top-notch arcade strategy



Stunt Car Racer majors on playability and the two-player link-up mode is even more entertaining

TEN GREAT 16-BIT LINK-UP GAMES



Anything with a flight sim flavour is a dead cert for a multi-player link-up. Here it's F-16 Combat Pilot

extravaganza with loads of depth and variety – combat simulation at its best in two-player mode.

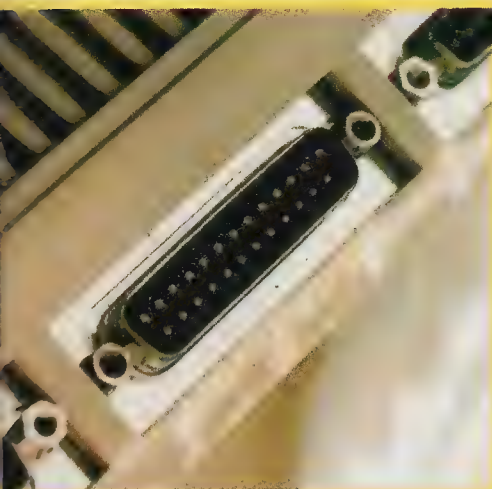
Stormball: a non-contact future sport involving more skill than violence. The two-player option is split screen or dual-machine linked between Amiga, PC or ST.

Prince: one of Atari's first major 16-bit releases was a kind of cute wargaming RPG which could be played between two linked STs or Amigas.

Powerdrome: a fast 3D space speedway with head-to-head action for two players 'data-linked' together by RS232.

Flight Simulator II: old but truly classic, this venerable flying sim was one of the first to offer a machine-to-machine link.

MIDImaze: dead and buried now, but this ST-only maze game was one of the first of its type, using a MIDI link for a dozen or so players to hook up to.



Amigas can join in by RS232 link or modem. Drop Soldier could be out this Christmas on the Imageworks label.

Meanwhile, Cyber Fight claims to offer a slice of Virtual Reality in the form of a futuristic sports sim based in a VR'ed arena scenario in which two players, each viewing the game on their own machine, rip each other to bits with a vicious array of sci-fi combat gear. Cyber Fight is pencilled in for autumn this year on PC, followed by an Amiga version a few months after.

So, the moral of the story is this: don't throw that game into the cupboard when you get bored of it. Dig out the manual and check it out for multi-playerability. With Virtual Reality moving from hype to happening, the multi-player phenomenon could be the real video gaming sensation of the nineties.

MULTI-PLAYER LYNX CARTS

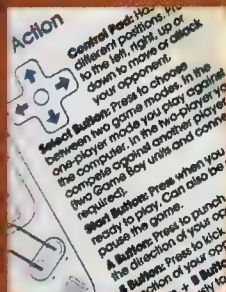
Xenophobe: up to four players can join in with this tremendous space blast up. Take the part of one of the heroes or control an enemy nastie.

Gauntlet: this fantasy adventure blockbuster was four-player right from its arcade original and with the Lynx version, four can still join the quest.

Slime World: up to eight - yes, eight - GmLynxed players can join this wonderful spot and puss ridden adventure. There are six expeditions to complete.

Zarlor Mercenary: up to four players can simultaneously play the six missions set in space. You all work together but if anyone slacks, use the back stabber to go up your fellow traveller.

California Games: two player antics at all 'sporting' events for beach bums. Not the best in multi-player action but it's the game most Lynx owners will have.



Look carefully in the Game's instruction booklet for details of multi-player compatibility. This typically brief by-the-way is the only mention of multi-playerness in the Game Boy Double Dragon instructions.



LET BATTLE COMMENCE...

For the very ultimate in multi-player than something like BattleTech. Using stunningly fast and accurate simulation, previously available only to the likes of NASA and the military.

Up to 16 players can blow their minds in a real-time video game using Virtual Reality technology to give each free reign over 100 square miles of computer-generated alien landscape.

With the US-developed BattleTech version, each player sits in the fully-enclosed cockpit of his BattleMech craft, taking part in a 31st century space combat game.

You see the field of play on a massive 25 inch high-res colour monitor with a secondary display used for radar tracking and damage readouts.

All of the BattleMech stations are connected to a powerful central computer which controls the game and generates the ultra-realistic filled-in vector graphics.

Each game is unique with changing missions, different landscapes and variable weather conditions. At the end of your session the BattleTech master computer produces de-briefing sheets containing a blow-by-blow account of the action.

BattleTech is one of the first commercial entertainment uses of multi-user Virtual Reality and certainly a good sign indicating that red-hot military-standard simulation is at last making the move into the leisure business.

If you can't make it over to the BattleTech centre in Chicago, hang on 'till next year when the UK's first multi player VR site opens in London, it's going to be well worth waiting for.

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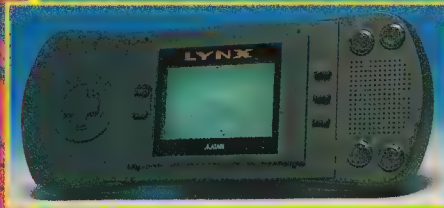
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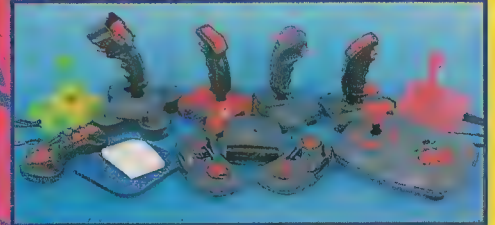
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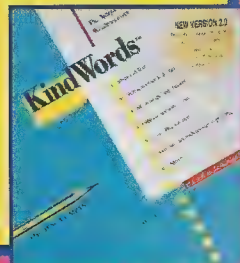
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GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX



The higher the rating the better the game

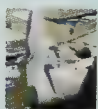
ALEX is wearing a delicate piece of footwear here, with some really luvrly socks. Coo, I do wish I had his taste for such delectable sole food. Alex hasn't done anything outrageous at all this week which comes as a shock to all.



BRIAN's baseball boots must be older than Chris judging by their current state, and he says his burundy beauties have been with him since he was a child. However, Bri's socks, the mouldy white ones embossed with an M&S label, must've been his Grandad's.



JOHN's scruffy, low life image is enhanced by these rather beaten, slightly old, clod hoppers. C'mon John, you can afford better things than that, can't you? Many a week has gone by without the slightest silly word coming from his lips. What's going on?



Gameplay: 18/20
Lastability: 18/20
Presentation: 20/20



Gameplay

How the game actually plays

Lastability

How long you're going to stay at your machine

Presentation

Just how good the sound and graphics really are

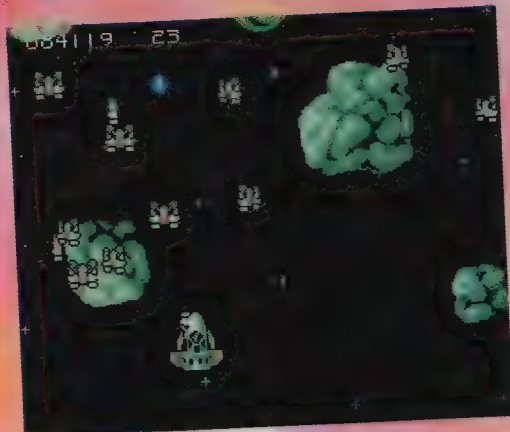
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What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

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In the 23rd century the world's leading scientists gather to discuss the probability of life beyond the outermost edges of the galaxy. The time-scale is critical, life on Earth has to be relocated due to the inevitable breakdown of the Earth's shield after two centuries of continued attack from the planet Mozzone...

Gasp, shock, horror! The Earth is under attack! What shall we do? What can we do? Will we survive, and does the planet stand a chance?

Well, guess what, you've been given the dubious honour of breaking through the Mozonian defences and popping out for a quick drive around the unchartered bit of the universe.

Nothing to it, just smash through the hostile weaponry capable of destroying a planet and then find somewhere that all the people can move into. And if you wouldn't mind could you finish by next Thursday lunchtime cos we want to clock off early.

Fine, just make a safe passage for the Earth motherships to proceed to pleasant green rolling pastures new. You're a hero, you've almost certainly

got rippling, bulging muscles beneath your tight lycra suit, and you've probably got a huge square chin and a strange quiet personality with a violent streak.

Chances are you've got a big gun strapped to your leg and you talk to people in a booming gravelly 'I gargle with razor blades' type voice. Needless to say you are also the world's greatest space pilot and because of this you're the one who has to go on this ridiculous suicide mission.

Oh, yes, I nearly forgot, sometimes you can take a chum along with you so you can be brave and heroic together. Cor, doesn't it make you go weak at the knees eh?

To assist you on your quest you can equip your super-duper spaceship with increased fire power by collecting various bolt on bits and bobs which will

make your ship have all sorts of thingies hanging off it that go bang, bang, bang.

These dangly bits will cause the nasty alien ships to die much more quickly and will undoubtedly force them to attack you with renewed vigour.

SCROLLY SCROLLY, SHOOTY

As you can probably tell, this is a shoot'em-up in the finest tradition. The screen is a vertical scrolling affair and the overall impression given is one reminiscent of the classic arcade romp, Xenon 2.

You fly your little fighter against overwhelming odds through passageways and windy, twisty turny bits as you are attacked from all sides by multitudes of evil little monsters.

In true shooty game fashion, at the end of each level you are pitched

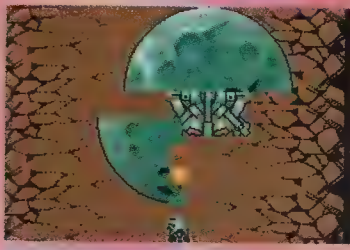
MEANIE MANGLER



The first level of the game is nay hassle and you'll soon be clock up a humungous score



What a load of balls! Shooting these is easy but they just keep on coming



The first end of level guardian is surrounded by a moon-like shell which is divided into quarters. You must blow away the shell to destroy what lies inside

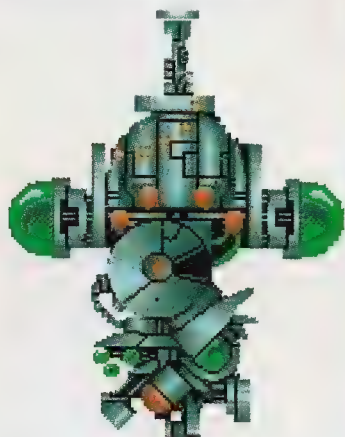


The add-on weapons are always useful. Here you have a big gun which fires dirty great big missiles

KEEP DESTROYING THE MOZONE



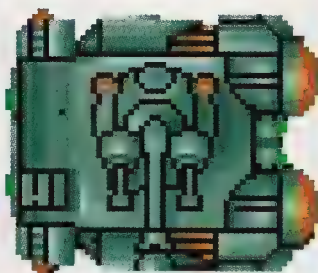
Large sea creature - arrives with its mate and is a real pain to destroy



This large spaceship must be hit in three separate places before it will explode



The CORE monster is a huge weird transparent blob which hovers over the sea



You must blow up four of these tanks before they will allow you to progress to the next level

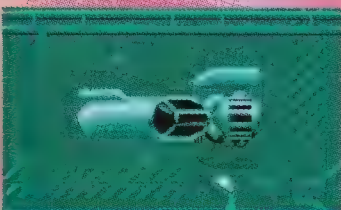
against some huge salivating slobbering meanie who is almost indestructible.

Destroying this huge great death spewing behemoth you will then be warped onto the next level here you will receive a plethora of power-ups for your craft. Great stuff, loads of shooting, lots of bullets flying about and lots of big meanies.

The power-ups you can receive



The introductory sequence - You come forth looking all moody and tough with a pretty spotlight behind you



Your spacecraft awaits you sitting in its natty little hangar while wuffs of smoke come drifting from the vents

cover a wide scope. Firstly you can pick up your basic extra lives or laser boosts, however many of the power-ups will provide you with little outrider craft which whizz around your ship either blowing off guided missiles or firing lasers off to the side or to the rear.

Soon after finding the appropriate pods, and killing off the meanies you will be surrounded by all sorts of things which will help you along your journey.

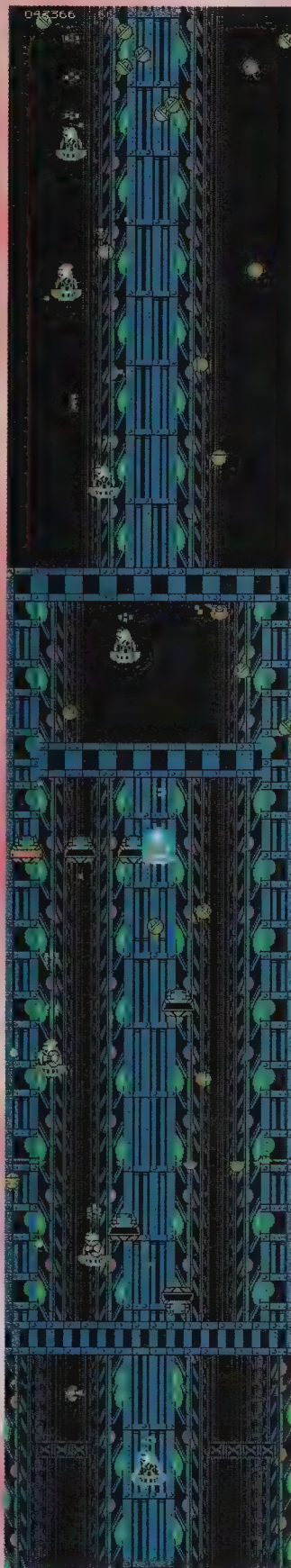
DOUBLE ACTION

As I mentioned earlier, if you're a bit of a sissy you can take a friend along and you can have double the firepower on screen. Both of you can work as a team as you zip around the screen causing so much mayhem that you can't see what's going on.

When working in this way you will undoubtedly progress through the game at a quicker rate. The aliens do like to come at you thick and fast!

As shoot'em-ups go it's not the most original you're ever likely to come across. Graphically it is very good and there are some great sound effects and tunes which blast away in the background.

However, it is thoroughly playable and I really enjoyed blowing up all the big ugly meanies. Now where's my joystick gone...?



Later levels will have you pursuing the alien meanies down long metallic corridors. Here we see some of the action from quite far on in the game. Here you must infiltrate the star base which will eventually lead to the large spacecraft shown at the top of the page. Along the route you will be attacked by a wide range of different alien craft, all of which have seriously hostile intentions and very large guns to match. Just shoot them all!



FACT FILE

Software House: CORE Design
 Programmer: Rob Toone
 Graphic Artist: Lee Pullen
 Music: Martin Walker
 Intro: Jason Gee

I do like a good shoot'em-up game. A bit of gratuitous computerized violence never goes amiss here in the GX office.

There are loads of different meanies for you to blast and numerous different weapons with which to do it.

To top this off there is a considerable number of levels for you to progress through as you attempt to complete your noble quest.

The game loads with a superb Psygnosisesque introduction sequence where you see your character walking towards his ship before flying off into the wild blue yonder. This excellent little animation comes to us thanks to Jason Gee, a gentleman who prefers to be known as Jase Baby.

Graphically the game is really quite good. The backgrounds are beautifully drawn and there are some really nice little effects as you pass over the numerous different landscapes. My only quibble is that I was expecting the scrolling to be a bit more impressive.

These days anything which doesn't have at least a couple of layers of parallax scrolling tends to look a bit dated. Never mind though, the playability more than makes up for it and you should be able to keep going, progressing through all of the levels for quite some time.

The sound effects and musical bits are really great. There are some really neat sounds throughout the game which add greatly to the atmosphere.

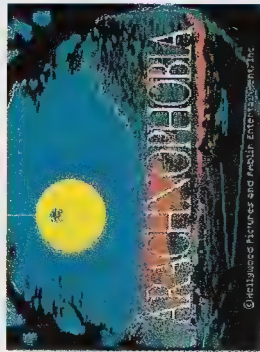
Overall I thought Frenetic was a really great game which will undoubtedly be very popular when it is released at the end of this month. The shoot 'em-up continues to go from strength to strength.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 16/20

RELEASE INFO

Amiga £20.99 June
 Atari ST £20.99 June



FACT FILE

Software House: Disney Software
Development team: Blue Sky Software
Graphics: Elizabeth

Disney's previous release, *Dick Tracy*, was very disappointing in a lot of ways. *Arachnophobia*, thankfully is better. The graphics are fairly average but serve their purpose. The animation of Delbert is good and humorous to watch.

Unfortunately there are only 16 colours even in VGA mode. Sound effects have a distinct Spectrum sound to them while the tunes are very beepy.

Perhaps the biggest problem though is the gameplay. Shooting spiders is quite fun to begin with but it soon gets repetitive due to the ease with which it is done.

At least there is a save game option so that you don't have to battle through every building again and again. This game comes highly recommended to fanatics of the film (of which there can't be many), otherwise I'd try it before you fork out the dosh.

X-RATING: XXXX

Gameplay: 11/20
Lastability: 10/20
Presentation: 13/20

RELEASE INFO
PC £95.53 Jul
Amiga £25.53 July
Atari ST £25.53 July

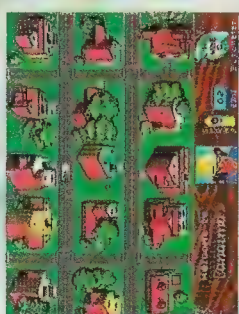
The peaceful Californian town of Canaima has been overrun with menacing arachnids with a very poisonous bite. This has occurred because a large South American spider has been accidentally brought back from a scientific expedition. He escaped and mated with a normal house spider. The horrific result of this was an entire army of small spiders.

EIGHT LEGS...

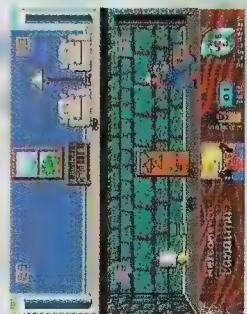
You take control of Delbert McClintock (played by John Goodman in the movie) the town's resident pest controller. You must make your way around trying to find the Queen spider and kill her.

Stopping at various locations you will encounter her evil minions all trying to stop you in your quest.

These can be blasted with Toxi-Max - McClintock's special brand of bug repellent, it's also the only thing which will kill this particular type of arachnid.



The Town of Canaima. Move around and click on buildings to see the spiders by choosing the egg sac to be found in one of the many rooms.



In the basement of one of the houses two menacing spiders make their way towards you. It's time to kill or be killed!

ARACHNOPHOBIA

Who remembers being scared senseless by the film? Come on don't be afraid to tell, because when I saw it nothing could be heard above all the screaming in the auditorium. Luckily the game won't create such a reaction as you take on the challenge.



If you clear a building of every spider you are awarded a bug bonus and an extra bug bomb for your skill.

Killing everyone's well almost everyone's - least favourite creature is not all that the job involves because you will also have to rescue trapped citizens from the terrible wrath of the invading spiders.

As you kill more and more of the eight legged horrors you'll find that the process becomes easier.

Only you can rid the town of the mean muthas that scare even the most hardened criminals half to death. So let's rock 'n' roll!



A South American spider has been discovered which is very deadly. The spider bitgitters when someone comes near. It's back giving you a rather nasty job to do.

to the various buildings. Once inside you have to battle your way through hundreds of evil eight legged creatures towards the egg sac at the end.

...TWO FANGS...

If you manage to find and destroy an egg sac you will activate the bugometer which will tell you where the Queen spider is hiding out.

Delbert is not only armed with a Toxi-Max gun but he can also use bug bombs. You begin the game with two of these, which will destroy all soldiers and stun larger spiders.

Finally you can use the aerosol flame thrower which can be made by collecting any household aerosol and a packet of matches.

This is the ideal weapon to use against the Queen. Unfortunately a flame thrower cannot be taken from the building you find it in.

...AND AN ATTITUDE!

Control is via the keyboard as you move Delbert's car around the town



Mr Delbert McClintock himself - the local Pest Control Officer and all round hero

Delbert's bugometer which tells you where the Queen spider is hiding

Dead spiders which have been squished with Toxi-Max

A pulsating sac of eggs which will activate the bugometer when destroyed

An Archimid that's still alive a kicking and out for your blood

Energy bar - if this turns to a skull you're dead

BILL AND TED'S EXCELLENT ADVENTURE



John Bill and Ted's was possibly one of my most favourite films of all time, and now we have the game of the film! This new release from American firm Capstone loosely follows the plot and includes some of those truly memorable parts of the film...

The game begins the night before a deadline for a history project. The two bodacious dudes face the prospect of failing their courses, and we find them pondering over their misery.

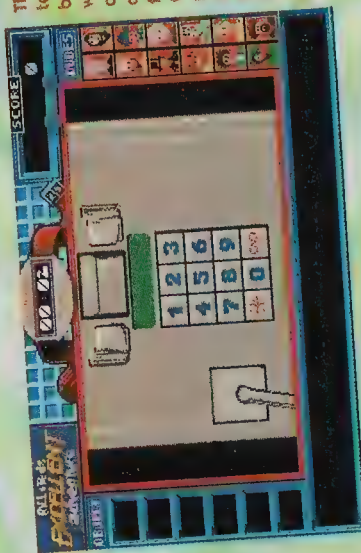
Suddenly, out of nowhere the super cool dude from the future, Rufus appears in a slightly modified telephone booth.

BACK IN THE BOOTH

He tells the dynamic duo that their project is vitally important to future society and that they can use the telephone booth to travel through time and space to locate important historical figures.

Once found these characters must be brought back to Bill and Ted's home town of San Dimas where their knowledge can be used to present the all important oral examination.

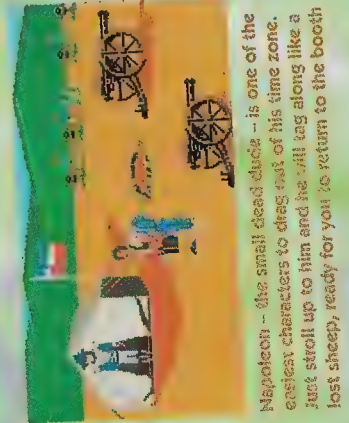
Bill and Ted soon learn that



they can program the telephone booth to transport them, simply by tapping in the relevant date on the keypad.

You must control the short blonde dude, and the tall dark dude as they roam around the passages of time locating the historical figures.

To bag one of these knowledgeable guys you must first



Napoleon - the small dead dude - is one of the easiest characters to drag out of his time zone. Just stroll up to him and he will tag along like a lost sheep, ready for you to return to the booth

locate them in their time zone and then find a way of getting him - or her - to go with you. Some of the characters will refuse to go with you unless you give them an object which they either need or want.

Many of the people you encounter will be in some degree of strife so being a mite heroic and brave won't go amiss. If you give the dudes the correct object they

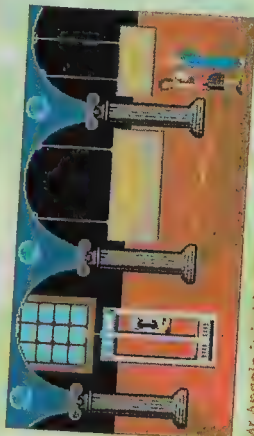


Mr Lincoln stands to attention in his oval office, as you try to work out a way of getting him out of there! Which object does he need? Just what do you give a president to make him come along?

will then follow you anywhere like a lost sheep.

According to dear Uncle Albert time is relative. The quicker you manage to bag all of the historical dudes and get to the school for your oral exam, the more points you will win.

Even though you are nipping around through the very fabric of time, the clock in your home town of



Mr Angelo is in his office at the top of this scaffolding, aware of the paint drops and other bits of equipment which fall from above as these will prevent you from climbing the scaffolding

DUDES

Joan of Arc - One hot chick

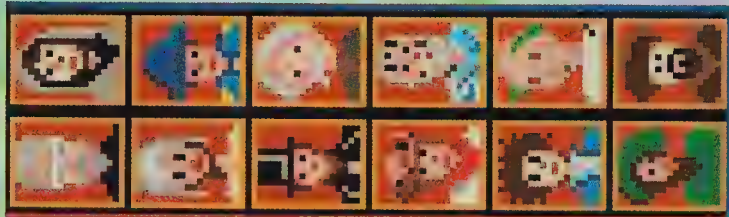
Napoleon - Short, dead dude

Albert Einstein - Uncle relativity

Socrates - Philos-o-fizer

Nero - Plays a mean violin

Ghengis Khan - Loves twinkies



HIP

Sigmund Freud - The frud dude

Marie Antoinette - The cake chick

Abe Lincoln - The prez

Billy the Kid - Mr The Kid, Cowdude

Beethoven - Plays mean toons

Michaelangelo - The roof dude

San Dimas is always running and you must get to school on time! If you don't manage it all will be lost and the future of mankind will be doomed forever! Heavy huh?

The way the game plays is fairly simple and enjoyable, and whilst not being particularly original the process of searching around for an object and then locating the appropriate character is quite fun.

A lot of games like this can often get quite tedious, but the humour of the film certainly helps the action along a bit!

This is certainly a game that is aimed at fans of the film and because it is not the most difficult game of its type I would have to say that this is the ideal game for the younger player.

Nevertheless, on the whole I thought it was "truly excellent"... well, quite good fun even if the graphics are a bit naff.



FACT FILE

Software House: Accolade/Capstone
Development Team: Off the Wall Productions
Programmer: Scot R Lahtine
Graphic Artists: C S Wayne and S R Lahtine
Musik: Douglas R Mackall

After the huge success of the film I suppose that a conversion was inevitable, especially now that a sequel is just on the horizon. All of the humour and ridiculous surf language of the original film is present and this adds greatly to the appeal of the game.

A quick look at the screen shots will reveal that the graphics are quite undeniably awful. There are no two ways about it, they're quite overwhelmingly naff. Fortunately though this is more than made up for by the superb sound which has been sampled from the film. The silly little guitar solos to the cries of "excellent" are all present and all thoroughly recognizable.

Overall, I must admit to quite liking this game. No one else in the office really agrees with me, but I don't care, I'm going be bold and say that it's really quite good.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 10/20

RELEASE INFO
Amiga £24.99 June
Atari ST £24.99 June
PC £29.99 June



FACT FILE

Software House: Titus
 Development Team: CYBELLE
 Programmer: Olivier Diaz
 Graphic Artist: Jean-Christophe Alessandri
 Music: Carlo Perconti

As cute platform games go this is certainly a very playable little romp through a prehistoric background. The graphics are all very cartoon-like and there are some lively squelchy sound effects and daft pieces of music.

Although comparisons are bound to be drawn between this and Chuck Rock, the two games are actually fairly different. This is simply a walk-along-the-scolly-background-and-pick-up-the-objects game, which is harmless fun.

There are lots of amusing little moments throughout the game and it is set at just the right level of difficulty to make it a challenge. I thought it was just great.

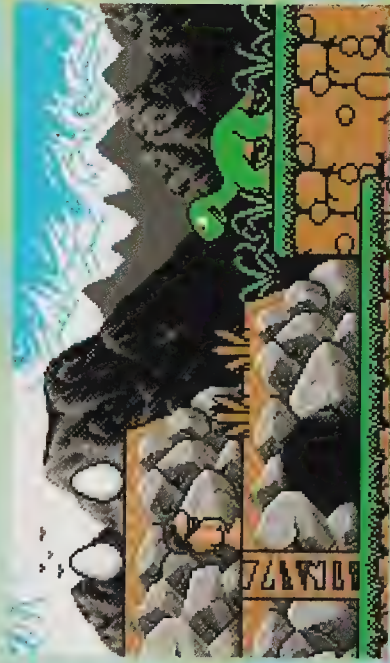


X-RATING: XXXX

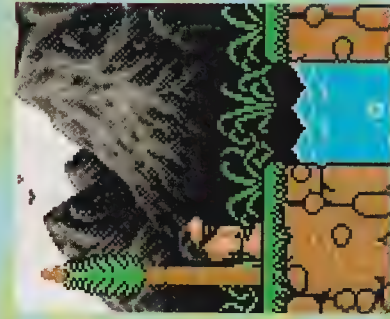
Gameplay: 16/20
Lastability: 14/20
Presentation: 16/20

RELEASE INFO

Amiga £25.53 Now
Atari ST £25.53 Now
PC £25.53 Now



The Turtosaurus protects the passageway to the next screen, while above there are spikes which can seriously damage your health



The big vicious piranha fishes leap out of the water to gnaw at your botty

PREHISTORIK



John

The caveman game is becoming popular. First we had the endearing Chuck Rock, and now we have the even more endearing Prehistorik. Guide our hairy hero on his quest for food as he goes around clubbing any furry, and not-so-furry beasties which get in his way...

The basic idea behind this latest release from Titus is the prehistoric quest for food. You play the part of the lovable brute Prehistorik as he goes through the land clubbing beasties and filling his face.

Along his path he will encounter numerous different creatures as well as various obstacles which must be overcome.

BEASTY BASHING

In this dangerous world of prehistory, a caveman has to know how to use his club. On his travels Prehistorik will meet creatures that vary from large bears to fire breathing, yellow fluffy things.

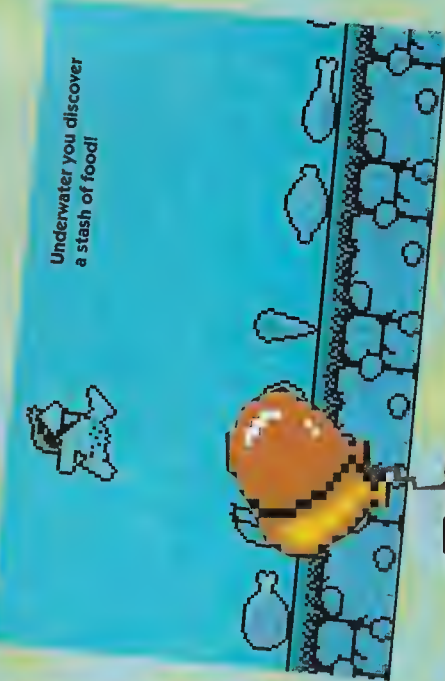
All of the beasties will seriously



You are attacked from both sides by a big bear and a Gubba Glub

harm our hero if they are touched, so a spot of clubbing is in order. Whip out your club give 'em a good bonk and then run away before they wake up. Nothing could be easier. Some people do that sort of thing all the time! (eh, Pam? - Ed)

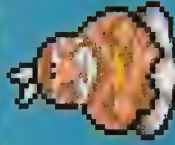
To help your character on his



Underwater you discover a stash of food!



Angel - When you die you float off into the sky



Guru - Your chum the Meditation Guru



Balor the Bear - The manhunters require a good clubbing for as much bear meat as you can eat



Gubba Glub - The most stupid of all creatures - only requires a couple of bonks on the head

All through the game the monsters are guarding the stashes of food which are mostly hidden in small caves dotted around the landscape.

Walloping the nasties means that you can enter the cave and pick up all the goodies.

However, sometimes these caves are guarded by bats and spiders, which can cause one or two problems.

Once all of the food has been eaten you can then go up against the big end-of-level meanie, which protects the passageway to the next level.

The general appearance of Prehistorik, is that of a horizontally scrolling ladders and levels game. It's nothing particularly complicated and basically involves thwacking the meaties and then nicking their goodies.

It's a good laugh, and although rather difficult to get to grips with will certainly appeal to fans of the platforms, ladders and jumpy, jumpy genre of computer games.

HEART OF CHINA

Hearth of China is a point-and-click mouse driven adventure from a division of the Sierra family, Dynamix. The game is displayed in glorious 256 VGA colour, and like most of Sierra's latest PC adventures each has been painstakingly digitised from a real life painting.

When the adventure begins you start where the title suggests — the



Following hot on the heels of Dynamix's previous graphics adventure, Rise of the dragon, Heart of China is set in the continent of Asia in the 1930s. Three strangers are about to embark on a quest that will surely test their every skill...



Having gained the friendship of the ninja Zhao Chi you can begin your story, Chi that birds are not the only thing that fly, you take off



The first stop is the fortress in Chengdu. Having landed safely, you now have to work out how to get inside the castle. Watch out for the guards, as they're constantly patrolling the walls



Getting in was fairly simply compared to the next problem. The place is crawling with guards and you need to get to the royal chambers. You must create a diversion but how?



You manage to creep into the King's chambers when from behind a cry of help is heard. Swinging round you see Kate enrichted by a pit of snakes. Stop worrying and take control of the situation



You're Jake Masters, aka Lucky. Being the typical loud mouthed adventurer you like to think that there's nothing you can't do. Why, this rescue mission will over before you can say "Jake Masters is dead"

From here you're on your own. The best thing to do is check out the obvious sources of information i.e. Lomax.

Failing that, try the bar —



tongues tend to loosen up under the influence of alcohol.

Your aim here is to try and convince Zhao Chi, a skilled ninja, to join you on your mission. A tough

Having successfully grabbed Kate from the clutches of the evil Chop Suey or whatever his name his, you seek a meeting with the great Wally Lama, the wisest man in Katmandu

task in itself considering this guy is virtually impossible to find!

As mentioned before the game is entirely controlled by mouse, although there are options which include use of the keyboard or joystick.

To examine an object, simply click the right button over the object. To operate the item, tap the left hand button.

Clicking the right hand over the character icon will reveal a detailed inventory allowing you to manipulate the objects, where as repeating the process using the left

button allows you to interact the items with the background screen.

Heart of China includes a number of action arcade screens. The first of these is a tank chase. Having successfully rescued Kate you all bundle into a First World War tank and trundle off.

This section uses the same type of 3D graphics as used in Red Baron and A10 Tank Killer, and is therefore extremely slick. The next section is a battle on the Orient Express. You must fight your way across the top of the train in an attempt to make it to the end...



FACT FILE

Software House: Sierra On-line
Development Team: Dynamix
Programmer: Louie McCrady
Graphics: Randy Dersham
Sound: Alan McKeen

Put simply The Heart of China is a game that PC owners should definitely take note of. The presentation is extremely good, with every graphic digitised from real life — yep, all of the in-game sprites are digitised from real actors, and in the background case, a

The sound, as with any PC game, is nauff with the internal speaker, but with the addition of a sound card the sonics are atmospheric and generally add to the game no end.

The control system is simple to use and highly effective, and the arcade sequences are a welcome break from the mind-numbing puzzles, although the action sections can be skipped if you so desire.

To put it simply, if you want one of the best games available for the PC at the moment, try Heart of China as it's one of the few games to justify the 40 quid price tag.

X-RATING: XXXXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 19/20

RELEASE INFO
IBM PC VGA £40.85 Now

Ah! The summer's here again and that means the summery beach sports Volleyball, the game where people strip off to the bare minimum and show off their sun tans and rippling wobbly bits.

Malibu Beach, the seaside capital of the volleyball world. Four countries have sent their top men and women's teams to battle it out.



John

Bump, set and spike against the professionals with this two on two beach volleyball played Malibu style. Whack that ball and then blast down into your opponents court blowing sand up into his face whilst listening to the dulcet tones of the Beach Boys...

Select your team from one of four different countries which come either sex

This isn't just poseurs showing off on the beach this is serious nitty gritty competitive stuff.

BUMP, SET, SPIKE

You have the option to play as either the men or women's team as you attempt to fight your way through the rounds against the opposition. As with normal volleyball games each side can touch the ball a total of three times before it must pass over the net.

Software House: Activision
Development Team: Tokyo Shoseki

Sporty games are always reasonably popular on any format, and it's rare to see a really good volleyball simulator. While this is not the best game of its kind I was fairly impressed with the plethora of features and options available.

Graphically, it's nothing particularly wonderful so don't expect to be utterly awestruck. The animation is a bit jerky and not the best I've ever seen. The music's nice though - there's some suitably beachy type tune which bounces along merrily in the background as you play.

The two player link-up is a great facility. Players can either play against each other or team up against the computer as you battle through the championship together. It's a good laugh and if you've got a mate with a Game Boy this will surely improve the playability of the game.

X-RATING: XXX

Gameplay: 12/20

Lastability: 10/20

Presentation: 12/20

RELEASE INFO

Game Boy £19.99 Now

VOLLEYBALL



The beginning of the game gives you possession of the ball. From here on it's up to you to keep possession whilst trying to score points



Your opponent spikes the ball into your half of the court with ferocious speed towards the Goss.

press either the A or B button depending on the type of shot you want to make. Normal shots can be played by simply pressing button A.

However, quickly whacking button B can make your player leap into the air and do a complete poseur, show-off shot.

The screen is a small vertically scrolling affair which has you moving your players using simple controls. Your team will always be positioned at the bottom of the screen with your expert opponent facing you.

DEFINITELY DIFFICULT

To begin with it is a very difficult game to get to grips with. Many a time the computer controlled team absolutely and vigorously thrashed me an embarrassing 15 nil

Fired by this I was determined to regain some degree of pride and set my goal at beating the really crummy team. According to Activision, Italy are apparently in possession of the world's worst Volleyball team.

After quite some time I finally

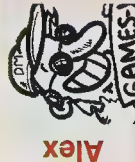
managed to score a couple of points, but I have yet to win a game. Good grief it's so infuriating!

As you can see from the rather naff screenshots, graphically this isn't the most stunning Game Boy game you're ever likely to see. The characters are a bit simplistic, and many of the still graphics aren't particularly well drawn.

Nevertheless, it plays quite well and if you're a fan of volleyball I'm sure you will greatly enjoy the game. I do approve of the multi player link-up facility as this enhances gameplay enormously.

This lovely young lady, in her scanty little bikini is the referee. Why is it only volleyball players that get a ref like this?

MANCHESTER UNITED EUROPE



Having been in development for well over a year Krisalis' Manchester United has been released to tie in perfectly with the Mancunian team's win of the European Cup Winners' Cup.

Just over a year after the original Manchester United game, Krisalis stands up and scores a blistering goal with its completely redesigned European version.

Now that Krisalis' previous official Man Utd product has sold over a hundred thousand the company has timed its immensely enhanced version to coincide with the results of the Cup Winners' Cup, and now features teams from all across Europe.

Like its previous game,

Manchester United is viewed from the side. This offers a much better view of the action than a game like Kick Off for instance, which is played from a bird's-eye view.

Manchester United Europe not only involves the action on the pitch, but the more serious managerial side off pitch.

This means the game caters for most types of games player, and the majority will find the game exciting if not enthralling to play.

First off, taking the game in hand from the manager's point of

view. Having flicked through the numerous menus you'll finally arrive on the tactics display.

The first thing to choose is the type of formation you want your team to play in, and this can be chosen from one of four different selections.

Next is the ability to define the various statistics of your team, including the goalkeeper's skill and the mid-field strength. Although these are only affected if the computer is controlling the specific location.



Up to four players can taste a piece of the action in any one match. The first two competitors are thrown out on pitch while the remaining two are placed in goal



Manchester United is one of the most complete football games around, and includes over 250 teams to compete against in five various cup leagues. It also includes the managerial side of the game as well as the 'out on the pitch' action

matches and the computer will work out the result using your team's statistics.

Once the whistle blows on the pitch the action never ceases. Three different types of shot are open to the player. The first is a simple tap-the-button shot which will send the ball at a medium pace and height.

Now the shots get slightly complex. Hold the button down and you will continue running in the same direction. Nudging the joystick in a different direction and releasing the joystick will send the ball off in the desired direction while you keep running.

The last is to add after-touch — done by nudging the stick after the ball has been taken.



To aim corner kicks or throw-ins a small circle marker will appear on-screen. Simply move the cursor to the desired landing point of the ball and hold the button down for increasing power

Having done that you can view the teams and choose one to manage. There are over two hundred in all, out of these are most of the British football teams as well as a bundle of European squads, some of which you didn't even know existed.

There are two types of match to play. A simple one game friendly or a full-blown league. If you select the league you can choose to skip



There are two types of match to play. The first is a one-off friendly between two teams, the other is the option to compete in any of the leagues



Tapping F10 will replay the last 10 seconds of action. This allows you to watch those spectacular goals in slow motion, and even lets you save the 'golden goals' if you wish

MANCHESTER UNITED EUROPE FACT FILE

Software House: Krisalis
Programmer: Pete Harrap
Graphics: Neil Adamson
Sound: Matt Furniss

It's about time someone made a decent football game which is viewed from the side, and Krisalis has made sure Man Utd Europe is THE game to beat.

The first things you'll notice is the quality of Man Utd graphics, which is where a lot of the games fail.

You may find Manchester United's many control method tricky at first, the system is soon learnt and the variation of shots is virtually endless.

Now that Kick Off has been around for well over a year I think people will be looking for something new, and in my opinion Manchester United Europe is the definitive game to buy.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 17/20

RELEASE INFO	
Amiga	£25.99 June
Atari ST	£25.99 June
Amstrad	TBA 1mm
C64	TBA 1mm
Spectrum	TBA 1mm
IBM PC	TBA 1mm
Archimedes	TBA 1mm

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Super Skweek Atari ST

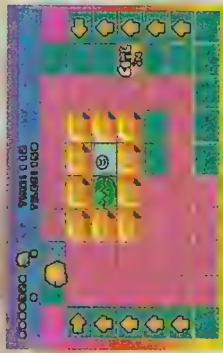
First Reviewed: Issue Four
Software Reviewer: Loricel
Programmer: Laurent Ardilli
Graphic Artists: Stéphane Ducaesse
Music: Olivier Belerue

Anyone whose favourite colour is pink must be strange and Skweek is no exception. This yellow ball of fluff has the urge to paint everywhere pink. This is not as easy as it sounds as there



are many evil people who will kill you at the slightest touch. Many types of block are found all of which react differently.

The two player mode has been kept and the graphics and gameplay are



identical to the Amiga version. Sound effects however, are of a poorer quality. If you've played Skweek this is a must and if you haven't then buy it!

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 15/20

Toki Amiga

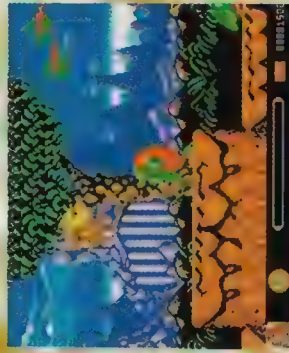
Software House: Ocean
Development Team: Ocean France

Poor old Toki, he has not only had his girlfriend kidnapped but the nasty blighter who did so has turned him into an ape. Toki has decided to rescue



his girl and kill the swine who took her. You must battle through seven levels of platform action with many nice touches, such as the see-saws, and plenty of shooting tacked on at the end.

The graphics are notably better than the ST counterpart, but sound effects are nothing to write home about nor are the tunes - gameplay is nearly



perfect. All in all a cracking conversion of a little known coin-op which is let down slightly by the tension factor.

X-RATING: XXXXX

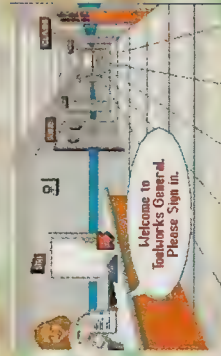
Gameplay: 15/20
Lastability: 15/20
Presentation: 17/20

Life and Death Amiga

Software House: Mindscope
Programmer: Simon J Reed
Graphic Artists: Paul Robinson
Sound: Mike Lympamy

The interactive medical movie from Mindscope has finally been released on the Amiga!

Now that it's here I can safely say that the graphics have been improved immensely and that the user interface is



much friendlier than the PC version. All control is by the mouse and is very easy to get used to.

Not only will you experience the tension of a doctor as he works at the hospital, you will also learn about



various symptoms for numerous ailments and what action must be taken to correct them.

A great game for medical students.

X-RATING: XXXXX

Gameplay: 15/20
Lastability: 16/20
Presentation: 15/20

The Hunt for Red October Atari ST

Software House: Grandslam
Developer: Teemas Images Ltd.
Programmer: Images Ltd.
Artist: Jolyon Myers

Silently beneath the cold waters of the Atlantic, Russia's top secret nuclear submarine, the Red October is



heading west, to defect! You are in control and must complete your mission.

Now I know this has been out a while at the strategy game, but how many of you saw the arcade version?



Basically it's an arcade game divided into separate missions and you must get the Red October to safety.

Graphically the game is quite good, but it is seriously let down by naff joystick control - this is apparently to add to the realism though, so I'm told.

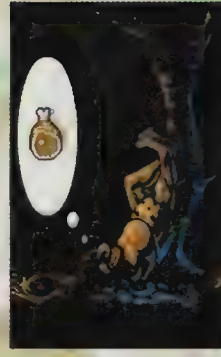
X-RATING: XXX

Gameplay: 10/20
Lastability: 10/20
Presentation: 12/20

Prehistorik Atari ST

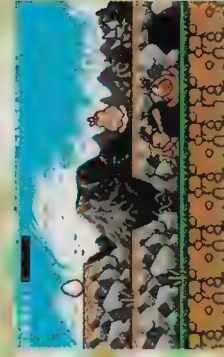
First Reviewed: This Issue
Software Reviewer: Nils
Developer: Teemas Images
Graphic Artists: Blaz
Programmer: Teemas Images
Artist: Carlo Perconti

Prehistorik is the Neanderthal man's dream, with more caveman capers than a Captain Caveman cartoon. This cutesy is a platform romp, and has a hairy hero running around a smooth-



scrolling background using his club to incapacitate the nasties.

Although Prehistorik doesn't offer anything new in the sound and graphics department, it does manage to offer addictive gameplay. The hero's ultimate



aim is to collect as much food as possible to fill his huge appetite before a level can be completed. An excellent game that will offer hours of fun.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 14/20
Presentation: 14/20

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In issue one of Games-X we ran a competition in which you had to draw a racing track that you felt should feature in Turbo Challenge Two from Gremlin. The response was phenomenal and so was the standard of the entries. So let's get on with it...

After sleepless nights, nail biting, pacing up and down the office, heated discussions, inner torment... (steady on there - Ed) we finally came up with two first prize winners who will each receive a fab Big Foot remote control truck. They are Andrew Capper, Spalding, Lincs and Atif Ellahie, Carshalton Beeches, Surrey.

AND THERE'S EVEN MORE

The 75 second prize winners who will all receive a copy of Lotus Esprit Turbo Challenge are...

Alan Haywood, Warrington; David Hammond, Elstree; Daniel, Anna and Christopher Jones, Brierley Hill; Alan Kennedy, Barmulloch; Martyn Chislett, Corsham; Alex Herbert, London; David Mckinnie, Huntingdon; Adam Grindley, Birmingham; Paul Haydock, Southport; Conan Caven, Dagenham; David Campbell, Kildrum; M Wheeler, Aylesbury; Neil Fish, Swinton; Mark Sparrow, Littlehampton; David Rogers, Brimpsfield; Gary Marr, Parson Cross; Joseph and Michael Grey, Oulton; Chris Stone, New Whittington; Adam Heslop, Edinburgh; James Fairbank, Droylsden; G Bell, Cleckheaton; Michael and Richard Butler, Southend-on sea; Derek Parke, Grangemouth; Sean Smith, Langford; Peter Barnaby, Washingborough; Wayne Redwood, Forest Hill; Robert Wilson, Bramley; David Dowie, Clarkston; Daniel Payne, Appledore; Chris (Creative) Baldwin.

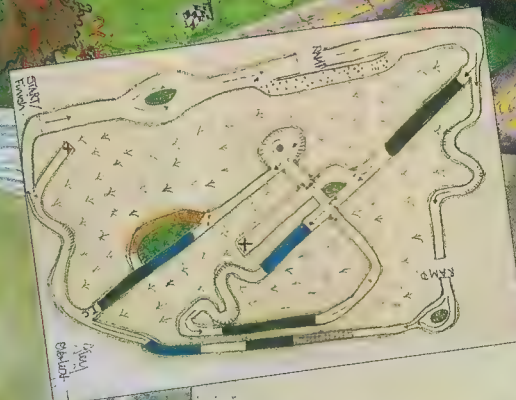
AND MORE?!!

Anthony Simonsen, Walton; Thomas Cleaver, Everton; S Hawkins, Poulton; James Tanner, Swansea; Martin Brooks, Glasgow; Mark Rigby, New Longton; Simon Cussen, Basildon; Daniel Mulroy, Hackney; Christopher Evans, Ernesettle; Craig Nicholls, Kirmington; Daniel Rahimzadeh, London; Jody Allen, Kidsgrove; Stuart Cross, Bamber Bridge; Robin Wallage, Neath Hill; Barry Norton, Deepdale; Russell Clamp, Bognor Regis; Matthew Farenden, Stanford-le-hope; I Harper, Hardingstone; Brendan Baker, Badley Wood; Nicholas Rigg, South Thornton; Anthony Mills, Aldridge; Ben Hood, Blackwater; C Taylor, Swanscombe; Rita Solomon, Chiswick; Steven Hibbard, Gosport; C Halliwell, Chorley; Michael Bracey, Hadley Wood; Manpol Walia, Hounslow; Andrew Stanger, Balby; Jamie Cowan, Waltham Abbey; Peter Treston, Killiney; Shaun Potts, Estover; Hong-Kik-Lee, Brighton; Jeremy coughlan, Kentish Town; Karl Bennet, Harthill; Kevin Cadogan, Leyton; Jody Lungley, Sudbury; Timothy Bamber, Fulwood; Harry Sargant; Gareth Thomas, Foringbridge; Haydn Robinson, Bredon; Richard Lye, Plainmoor; John Evans, Combe Martin.

FIRST TH CHECKED



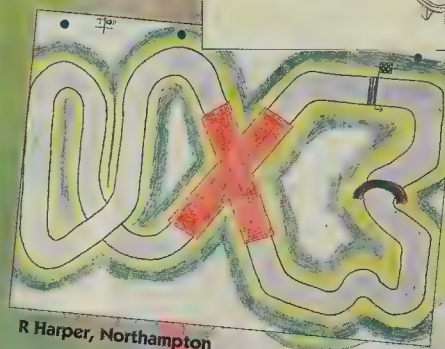
Andrew Capper,
Spalding, Lincs.



(Above) Neil
Furnon,
Tottenham



(Right) Manpol
Walia, Hounslow



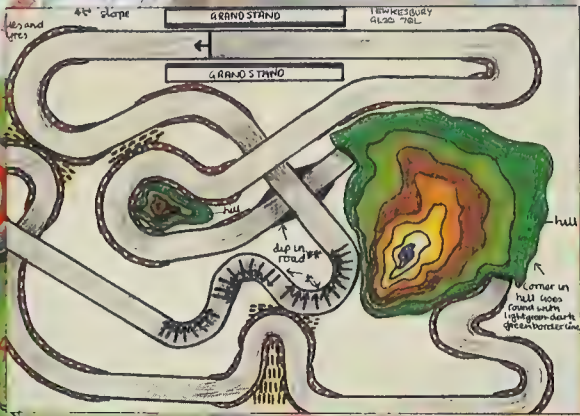
R Harper, Northampton



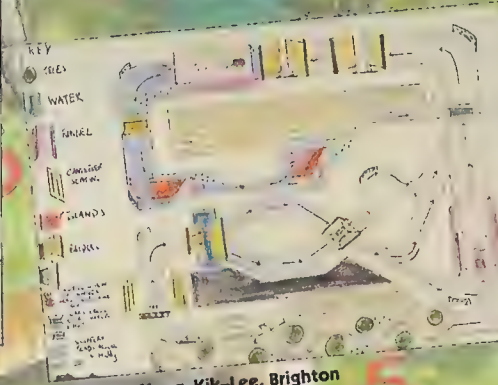
Jerry Coglan, Kentish Town

THROUGH THE RED FLAG...

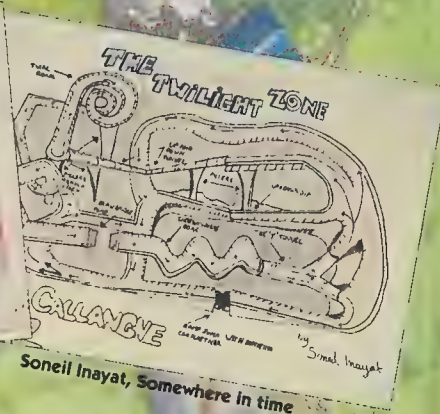
COMPO WINNERS



Haydon Robinson, Tewkesbury



Hong-Kik-Lee, Brighton



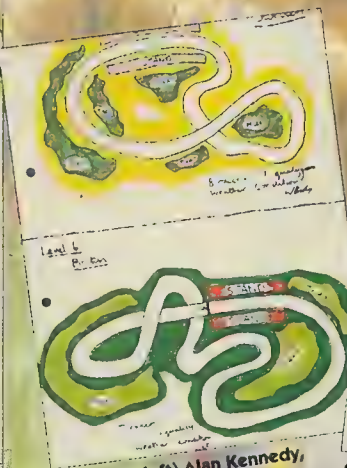
Soneil Inayat, Somewhere in time



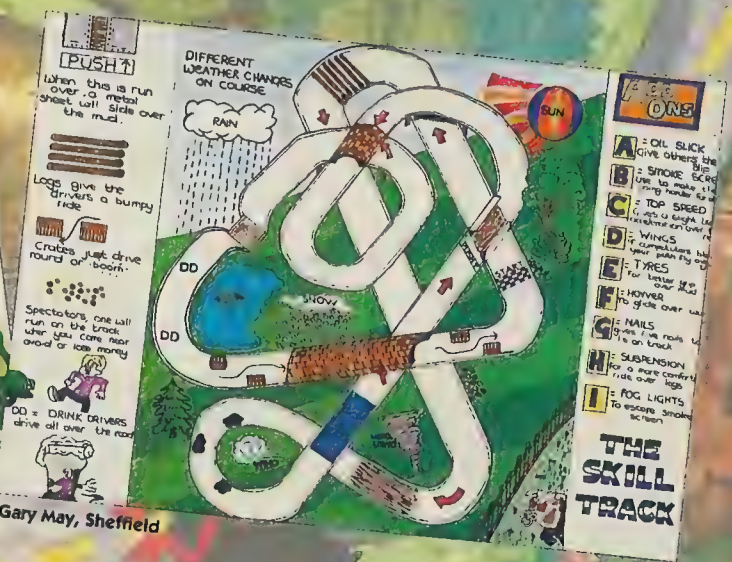
Atif Ellahie, Carshalton Beches



(Above & left) Alan Kennedy, Glasgow



Gary May, Sheffield



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3. CHASE HQ
4. WONDERBOY
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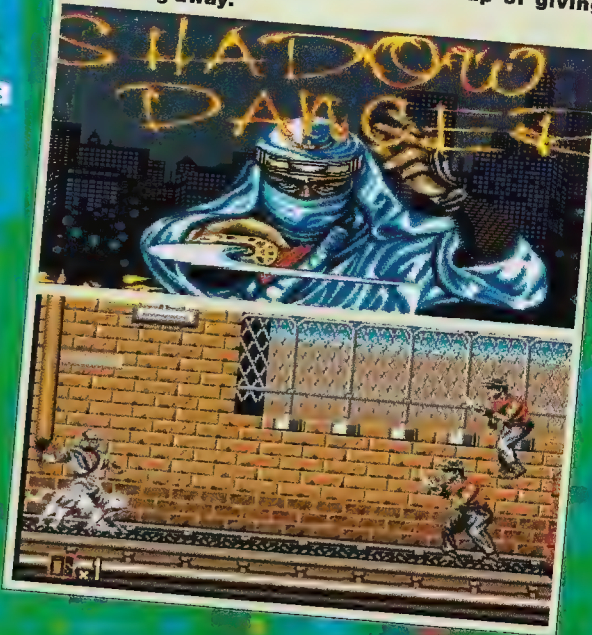
The cheats you are sending in are becoming more and more interesting and there are some very clever little ideas arriving. Just where do you get them all from? It's nice to see the formats spreading more (oo-er, sounds a bit rude). So send any cheats to: Tip X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

SHADOW DANCER

- US GOLD

This latest release from US Gold is certainly proving to be a bit on the popular side. Needless to say some of you are probably having problems eh? Well, help is at hand if you type in GIVE ME INFINITES, then press return having paused the game. For doing this, you will be given infinite lives (coo, really?).

Now here's something for you to try. Pressing a key on the keyboard will let you skip levels, I'm not telling you which key 'cos I'm fed up of giving everything away.

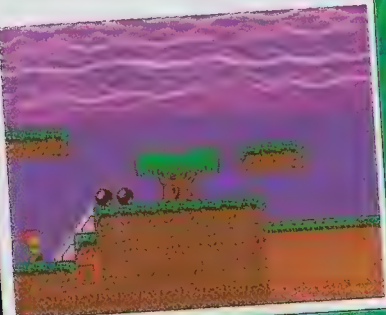
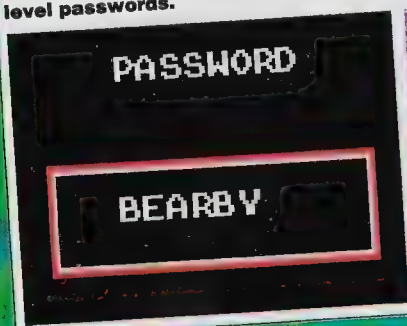


BUILDERLAND

- LORICIELS

Isn't this just one of the most infuriating games ever? Bet you've been dying to get your grubby mits on some codes haven't you? Well thanks to Mike Mee from Rhuddlan, Clwyd we now can present you with the first six level passwords.

- Level 1: BUILD1
- Level 2: YOTTHA
- Level 3: BEARBY
- Level 4: OCTOPY
- Level 5: DIABLO
- Level 6: GOTIUS



NEMESIS

- NINTENDO GAMEBOY

Stephen Le Flem from Guernsey has kindly provided us with a pleasant little cheat for that classic blast, Nemesis on the Game Boy. Now apparently, if you pause the game and then press up, up, down, down, left, right, B, A, B, A you will receive a large gun with which to obliterate the aliens.



VIZ - VIRGIN

The cheat for Viz seems to be causing a great deal of problems with a number of people so we'll run it again and try and make it a bit clearer.

On the character selection screen type in WHAT A LARGE SET OF BOLLOCKS and then press return. Got that? Then hold down the number of the level you want to go to - one to five. The game will then produce a dumb noise and the cheat is activated. There you go, easy eh? No more letters about it please!

GATES OF ZENDECON

- ATARI LYNX

Ok, ok, I know we ran something for this a few weeks ago, but this time we can give you the code for the very last level! Ever wanted to see Zendecon? Well now's your chance!

Enter the password ZETA and you will be plunged right into mortal combat with the big ugly gut himself. Thanks must go to Aaron West from Birkenhead for that one.

SAM STRIKES OUT

SAM

Good grief! How many other people has kindly provided us a cheat for know of a cheat for a SAM Coupé Sam Strikes Out. game? How many people know Apparently if you go two what a SAM Coupé is? Actually, screens to the right and then jump what is a SAM Coupé? up and press F9 at the same time Well, for those of you who do, you will then walk around on your Tom Draycott from Bushey in Herts head, with infinite lives. Weird.

Here it is, Games-X's complete solution to *Absence Makes The Heart Go Yonder*, well, part 1 of it anyway. The world of Daventry is a dangerous place for the unwary traveller, and even the experienced King Graham also comes to a grinding halt over a sticky situation. We join the King of Daventry outside Crispin's house...

PC

SERENIA AND THE DESERT



1 First of all walk south along the path. On the right is a snake – head that way and you'll be bitten. Follow the path of to the west and chat with the weeping prince. Having listened to his story, return to the previous screen and head south to the outskirts of Serenia. To enter the town, simply walk Graham along the path



2 Walk over to the man who's fixing his cart and talk to him. Just behind him is a barrel – reach in and grab the fish. Leave Serenia the same way you entered. Walk west past the bakehouse and continue until you reach the inn with the haystack outside. Keep on going west, and stop when you see a bear pawing at a tree



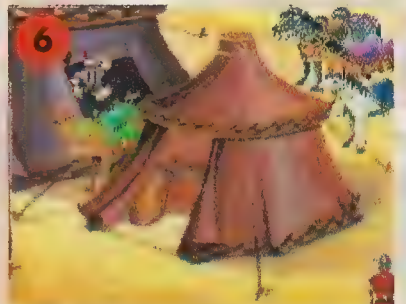
3 Select the fish from your inventory and click on the bear. This will feed the overgrown teddy. Eventually the bear will leave, allowing you to listen to Queen Beatrice. Get the stick to the right of the tree and also pick up the honeycomb from inside the tree



4 If you head west from the tree you'll arrive in brushland. Further left is the desert which you are about to explore, and any wandering could result in death, so save frequently and follow these commands down to the very last detail. Walk west four screens from the bee tree, and drink at the oasis. Head north for two screens, and then west once again to the hole in the cliffs



5 Hide behind the rocks to the right of the opening. If you're hidden properly the bandits will ride past. When they've done so, drink from the spring. Remembering to save, go west two screens and then south for three screens. Drink from the oasis and head west for yet another screen. Walk south once more and Graham will appear in the bandits' camp



6 Drink from the little clay jar by clicking the hand icon on it. Go to the smaller tent and walk inside. You'll see the sleeping bandit – don't wake him. You need to get the staff from the back of the tent. Walk up the right hand side and pick it up. Make sure you do it quickly, as this encounter is timed – take too long or touch the desperado and your throat will be slit



7 Once you've left the tent, walk east four screens and one to the north, and refresh yourself at the water-hole. Head north for two scenes, take the boot from the skeleton. Walk north for one screen, then east for two. Drink, and then go north twice and then west three. Walk north to the temple and drink. Approach the temple door and tap the staff on it

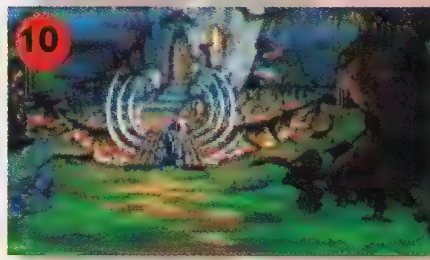


8 The door to the temple will open and you have a short time to loot the place. You only have one attempt, so save before you enter. Pick up the gold coin that is just in front of Graham, and then take the brass bottle next to it. Once you have these two leave immediately. Once outside return to the spring and drink. From the opening go east three, south two and drink. Leaving the oasis go east five screens and leave the desert

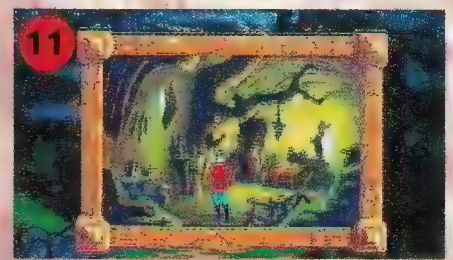
THE DARK FOREST



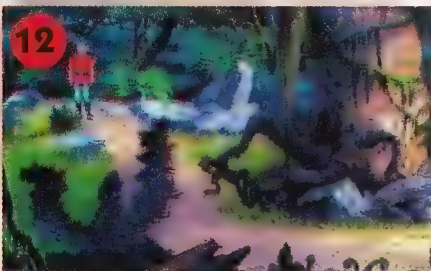
9 Now you're at the bee tree, head north. Throw the stick for the dog. Once the ants have promised to help you, continue north to the Gypsy camp. Give the gold coin to the man and enter the wagon to talk to Madame Mushka. Listen to what she has to say and collect the amulet. Let the hands-off sequence finish and wear the amulet



10 Walk east from the Gypsy camp and talk to the weeping willow. Once she's finished, walk east again, and enter the dark forest. Make sure you're wearing the amulet and carrying the brass bottle and the honeycomb. Take the path that goes off the right. If you meet the witch, give her the brass bottle and she'll be trapped inside



11 Continue north and then head west. If you've already dealt with the witch, all well and good. If not, give her the bottle. Once she's gone, walk inside her house. Open the trunk and take the spinning wheel. Take the small key that is hidden inside the incense burner. Open the drawer in the table and take the bag of emeralds from inside



12 Leave the witch's house, and return to the tree with the small door. Use the key on the door and take the heart. Walk south once, then turn west and head in that direction for two more screens. Walk north to a clearing. You're now in a loop and won't be able to leave unless you can find an exit



13 Drop an emerald on the floor. An elf will rush out and grab it. Repeat the process once more and the same will happen. Squeeze the honeycomb and a puddle of sticky honey will appear on the floor. Drop the last emerald near this. The elf that comes to get it will get stuck. Talk to the elf



14 An opening will be created to the west. Follow the elf west and into the tunnel. Watch the animated sequence and you'll receive a pair of shoes and also shown the way out of the dark forest. Walk west to the willow and give her the heart. Watch the reunion and pick up the harp

THE ICE MOUNTAINS



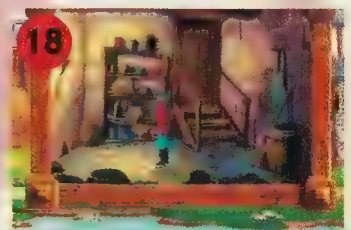
15 Walk west again. Pick up the tambourine. Return east, then south. You're at the gnome's house. Talk to the gnome and give him the spinning wheel. You'll be given the marionette. Walk south to the inn and search the haystack. The ants will appear and help you to find a needle



16 Go to the inventory and select the old boot. Walk east to the bakehouse. At some point you will see a rat being chased by a cat - throw the boot at the cat. You only have one chance so don't mess up. Return to the town. Pick up the coin near the broken cart. Enter the nearest shop which is a tailors



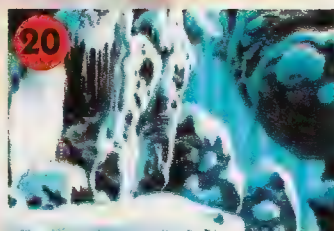
17 Talk to the tailor and then give him the needle. Get the cloak and leave. Next to the tailors is the toy shop - walk inside. Talk to the toymaker and exchange the marionette for the sled. Leave and enter the shoe shop. Talk to the cobbler, give him the elf boots and take the hammer before leaving



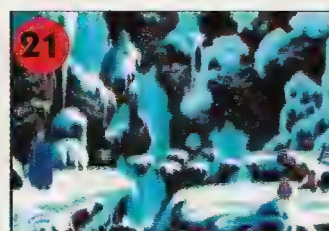
18 Having left the town, walk left to the bakehouse. Go inside and give the baker the silver coin to get a custard pie. Leave and go west. Enter the inn. Talk to the men and get beaten up. Having been tied up, wait for the rat to chew away the ropes. Take the rope hit the cellar door with your hammer.



19 Once in the kitchen open the cupboard and get the leg of lamb. Exit through the door of the left. From the inn walk east to the outskirts of town and then north. Shake the tambourine at the snake. Walk east. You are now on the mountain trail so wear the cloak you acquired earlier



20 Walk east. Eat the leg of lamb. Click the rope on the rock overhang - Graham will throw the rope up. Climb up to the ledge. Choose the hand icon. The only way across is to jump from rock to rock. Only jump on the rocks at the top of the screen as the rest are unstable



21 Carefully walk Graham across the fallen log and continue east. Cedric will be carried off by a wolf - don't worry. Before you go any further make sure you have Crispin's wand, the tambourine, the remaining lamb, the hammer, the leftover honeycomb and the harp. Click on the sled on Graham



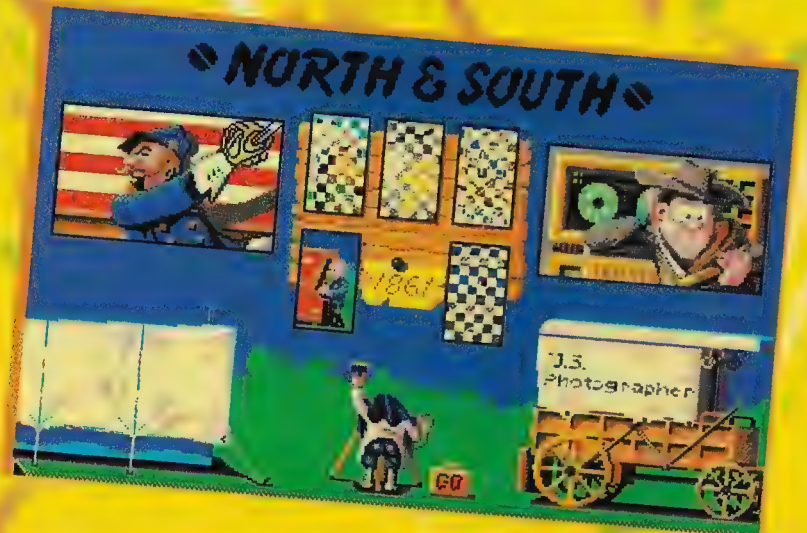
22 Walk east after the sled run. Talk to the eagle and give him the lamb. Head north, get captured by the wolves. Watch the sequence with Queen Icebella. When the Queen orders the wolves to execute you, quickly play the harp. After more animation, follow the path towards the cave

DESIGN A NORTH AND SOUTH SEQUEL



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Ever wondered what life on the leading edge of game design is like? It's hard work, but it beats filling shelves at the local supermarket. A taste of this exciting and rewarding life could be yours, courtesy of Infogrames and Games-X.

In what is undoubtedly the most inventive and exciting competition ever to appear in a computer magazine, you could be the designer of the sequel to the critically acclaimed and incredibly successful North and South.

Europe's premier software house, Infogrames, has been scratching its head trying to come up with a follow-up to their most successful release, North and



South. Now it's thrown open the challenge to you, the readers of Games-X.

JUST A BIT OF HELP

Infogrames has released some of the most inventive games on the market. Its finest hour was the excellent North and South, which was based on the hilarious characterizations of the French comic, Les Tunique Bleues.

For your design, you can choose any war in any country at any time, but like North and South, there's got to be an element of humour rather than the violent and tragic implications of war. To give you an idea, North and South was set at the time of the American civil war where you could become a Confederate or a Yankee.

As you battle for territory the game contains a truly incredible variety of gameplay. The level of difficulty is gauged by military rank, but whether rookie or officer, you can still choose arcade or strategy mode. You can also select intervention from Indian and Mexican attack as well as adverse weather conditions.

Once you have set the parameters, you turn to a map where you can move and deploy your troops to attack your opponent's territory. The enemy will defend and one of many sub games will commence. The Yankees and Confederates face each other across a river and you must switch control from the cannons to the infantry and cavalry and wipe out the enemy troops.

In arcade mode, if you take an enemy fort, a amusing arcade sequence occurs with you controlling a soldier as he battles his way along the fort wall - the fight sequence is more slapstick than violent. Another aspect of the strategy is to open up communication and railroad to allow supplies to come through. You

can also sabotage your enemy's supply lines.

First, come up with an over-all scenario for the game - the more comical the better - and define the objectives and goals to aim for in the game. Consider elements of strategy and arcade when you are designing your game and use illustrations to show characterizations, backdrops and strategic screens. Wherever possible, back up the descriptions in your specification with diagrams and sketches.

YOU COULD WIN

The designs for the sequel to North and South will be judged by a team of adjudicators from Infogrames, and the candidates will be whittled down to the top three designs. The overall winner will win a VIP all expenses trip to Infogrames HQ in Lyon where they will chair a development meeting and negotiate their royalty payments. The two runners up will each receive an exciting hand held Game Boy.

Entries should reach Games-X by July 4th, which coincidentally is American Independence Day - entitle your envelope North & South Competition.

NOTE: This competition is not open to professional game designers.



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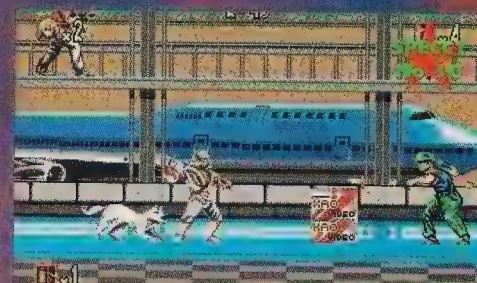
Think back to about three years ago when Code Masters released *Dizzy*. How popular was the company then? Not very, but nowadays it dominates the Budget Chart and anything that doesn't hold its name disappears from existence at the same speed as it appeared.

There are three new entries in the Amiga Chart this week including Gremlin's *Switchblade* sequel, another *Kick Off 2* data disk and the really sick, medical simulator, *Life and Death*. Both Centurion and Psygnosis' excellent *Armour-Geddon* have poked their noses in again at the bottom of the ten.

Core Design's *Warzone* has smashed into the ST Chart at number eight and it looks like people love a



good hard blast on their computers. Core's other biggie, *Chuck Rock* is beginning its gradual rise. Biggest surprise of the week is the reappearance



of *Golden Axe* at the top of the Amstrad Chart, while Ocean's Christmas biggies, *RoboCop 2* and *Total Recall* have also returned for another shot at the title.

1	★	SWITCHBLADE 2 House: GREMLIN Team: GEORGE ALLAN AND PAUL GREGORY
2	◆	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
3	★	WINNING TACTICS House: ANCO Team: DINO DINI
4	◆	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
5	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
6	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
7	▼	HEROQUEST House: GREMLIN Team: 221B
8	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	★	CENTURION House: ELECTRONIC ARTS Team: KELLYN BECK
10	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO

1	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
2	▼	GODS House: RENEGADE Team: BITMAP BROTHERS
3	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
4	▼	HEROQUEST House: GREMLIN Team: 221B
5	★	F19 STEALTH FIGHTER House: MICROPROSE Team: MPS LABS
6	▲	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
7	★	SUPERCARS 2 House: GREMLIN Team: MAGNETIC FIELDS
8	★	WARZONE House: CORE DESIGN Team: IN HOUSE
9	▲	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE
10	▼	KICK OFF 2 House: ANCO Team: DINO DINI

1	▲	SUPREMACY House: VIRGIN Team: PROBE
2	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▲	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
4	★	ENGLAND CHAMP SPECIAL House: GRANDSLAM Team: TIERTEX
5	★	FUN SCHOOL 3 (OVER 7) House: EUROPRESS SOFTWARE Team: IN HOUSE
6	★	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS
7	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
8	▼	VIZ House: VIRGIN Team: PROBE
9	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
10	★	EMLYN HUGHES SOCCER House: AUDIOGENIC Team: IN HOUSE

1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▼	VIZ House: VIRGIN Team: PROBE
4	▲	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
5	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
6	★	TOTAL RECALL House: OCEAN Team: IN HOUSE
7	▼	GOLDEN AXE House: VIRGIN Team: PROBE
8	◆	BIG BOX House: BEAU JOLLY Team: VARIOUS
9	▲	BACK TO THE FUTURE 3 House: IMAGEWORKS Team: PROBE
10	★	SHADOW DANCER House: US GOLD Team: IMAGES

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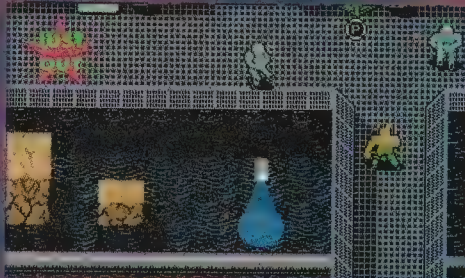
H A R T S

Activision's *Vendetta* is the only newie of the week at number five.

More re-entries in the C64 Chart this week but above them all is the arrival of the very poor *England Championship Special* at number four proving that you'll buy anything with a licence behind it, no matter how bad the game.

The top two positions have swapped around and *Back to the Future 3* has hit top gear once more by leaping back up to number three.

The Spectrum Chart is really uninteresting with the weekly reshuffle looking more boring than ever. At least US Gold's Sega coin-op conversion, *Shadow Dancer* has broken the monotony



The US Mega Drive Chart looks remarkably like the British one, with only a few exceptions. However, it won't be too long before all these games hit the UK.

TEAM TALK

Nicholas has caught the 'Electronic' disease from Alex and regularly listens to



it on his headphones while playing Deuterios. He is also one half of the newly formed Dr X fan club, as

you can see from the piccy.

John doesn't play games at the moment and just draws more wonderful, weird cartoons for us to make fun of and he keeps disappearing around to ST Action to visit his woman. (Naughty boy! - Ed.)

Brian has moved back into the Kick Off 2 phase, but NEVER plays it in the office (excuse me? - Ed), and is currently undergoing medication to try and set him free from the trap.



1	★	GOLDEN AXE House: VIRGIN Team: PROBE
2	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
3	▼	VIZ House: VIRGIN Team: PROBE
4	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
5	★	VENDETTA House: ACTIVISION Team: IN HOUSE
6	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	▼	SWITCHBLADE House: GREMLIN Team: CORE
8	★	TOTAL RECALL House: OCEAN Team: IN HOUSE
9	▼	POWER UP House: OCEAN Team: VARIOUS
10	◆	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS

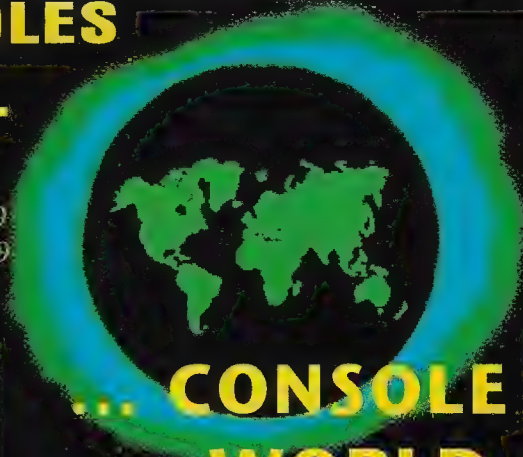
1	◆	STRIDER House: SEGA Team: SEGA ENTERPRISES JAPAN
2	▲	MICKY MOUSE House: SEGA Team: SEGA ENTERPRISES JAPAN
3	▲	JOHN MADDEN FOOTBALL House: ELECTRONIC ARTS Team: IN HOUSE
4	▼	THUNDER FORCE III House: SEGA Team: TECHNOSOFT
5	▲	GHOULS AND GHOSTS House: SEGA Team: SEGA ENTERPRISES JAPAN
6	▼	REVENGE OF SHINOBI House: SEGA Team: SEGA ENTERPRISES JAPAN
7	◆	MUSHA House: SEGA Team: SEISMIC
8	▲	SUPER MONACO GP House: SEGA Team: SEGA ENTERPRISES JAPAN
9	▼	GAIARES House: SEGA Team: RENOVATION
10	▼	LAKERS VS CELTICS House: ELECTRONIC ARTS Team: IN HOUSE

1	▲	QUATTRO CARTOON House: CODEMASTERS Team: VARIOUS
2	▼	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
3	▼	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
4	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
5	▲	MULTIMIXX 1 GOLF House: KIXX Team: IN HOUSE
6	▼	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
7	★	LOMBARD RAC RALLY House: HIT SQUAD Team: RED RAT
8	▲	CJ'S ELEPHANT ANTICS House: CODEMASTERS Team: GENESIS
9	▲	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
10	▲	EURO BOSS House: E&J Team: IN HOUSE
11	★	TREASURE ISLAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
12	▼	QUATTRO ADVENTURE House: CODEMASTERS Team: VARIOUS
13	▼	KWIK SNAX House: CODEMASTERS Team: OLIVER TWINS
14	★	SLIGHTLY MAGIC House: CODEMASTERS Team: IN HOUSE
15	▼	CAVEMANIA House: ATLANTIS Team: SHAW BROTHERS

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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THE FAERY TALE.....	MID JULY
FANTASIA.....	LATE JULY
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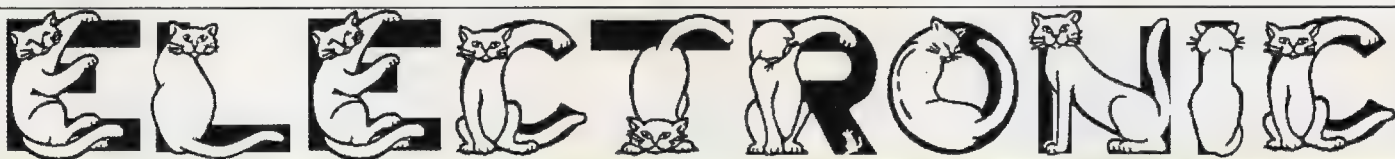
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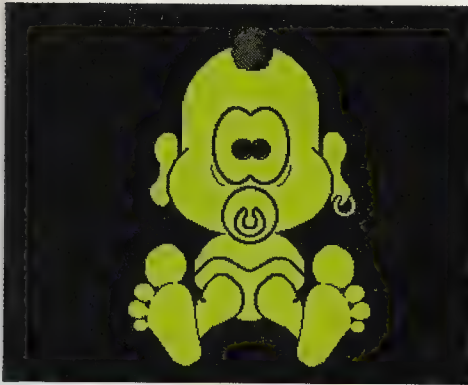
European Electronic Zoo Ltd,
Elliot Road, Cirencester,
Gloucestershire, GL7 1YS

AMIGA MODE

I was reading issue four of your excellent magazine and your page stopped me in my tracks (to use a cliché). I noticed the Depeche Mode Music Disk and wanted to know if and where I can get it for the ST. I have got the entire back catalogue (well, almost!) as well as books etc. but I haven't got the disk.

Dave Collie, Paisley.

Dr X: I noticed on your letter you signed your name as Dave Gahan – you tart! The Depeche Mode Music Disk was in fact on the Amiga, and includes songs like Blue Dress, Little 15 and Shake the Disease. The disk can be



The amount of PD software available at the moment is huge, with more and more titles being added to the list every day

purchased from 17 Bit Software, so further information on ST demo disks can be obtained from them if you write to 17 Bit Software, PO Box 97, Wakefield WF1 1XX or call them on 0924 366982.

ZEALOUS OVER XENON

I am having trouble on Xenon 2 on the ST. Okay, I can get pretty far, in fact right to the second part of level three when the screen becomes a sort of maze. No matter how hard



I try I either take the wrong path or get blown to bits by the sort of crocodile-head things. Please, please, please help as it is driving me insane and if I don't pass it I will probably stop playing.

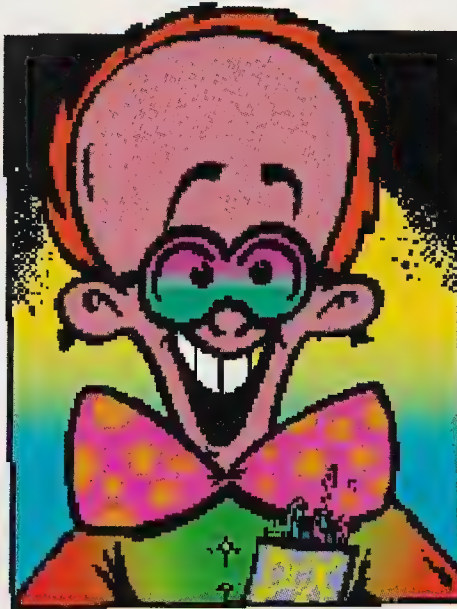
Dominic Taylor, Macclesfield.

PS Please could you do a Street Talk from Tim's Megastore in Macclesfield?

Dr X: In answer to your PS, sorry we've already done one there. In my opinion you are pretty naff at Xenon 2, as it is fairly easy to get onto level five if you know what you're doing and using the correct type of joystick.

I use a Competition Pro 5000 Extra and they provide a rapid autofire which sends a white stream of plasma up the screen. With this you'll find it is almost impossible to die.

Also a certain power-up will award you with a bubble of invulnerability – collect this and remember, if



Dr X

Quite a few of your entries to my little compete show me wearing Bermuda shorts – perfect for the sunny weather we're having at the moment. Soon it'll be away with the milky white complexion and in with the tanned hunk who patrols the beaches! If I wasn't so popular I might even have a holiday, but at the moment that's out of the question (sob). The address to write to is, as always, Dr X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

you take the wrong path you can always scroll back down the screen.

HUNTING THE PREDATOR

Please can you give me some hints or tips, or maybe a ch**t for Predator 2? Also I was wondering if you could help me with Wrath of the Demon. I can get onto the seventh level, but no further.

David Shield, Kent.

Dr X: I published some hints and tips for Predator 2 not so long ago which were basically don't bother going for



The Predator and his amazing technicolour camo-coat is giving one or two of you real problems. Collect the Mk 1 and leave the less powerful guns in your wake

any other gun apart from the Mk 1 and remember to collect ammo as you go.

As for Wrath of the Demon, I'm not sure which level you mean. If you mean the one where you have to defeat the bat, kill the gnomes who run onto the screen because they leave behind useful health potions when they die.

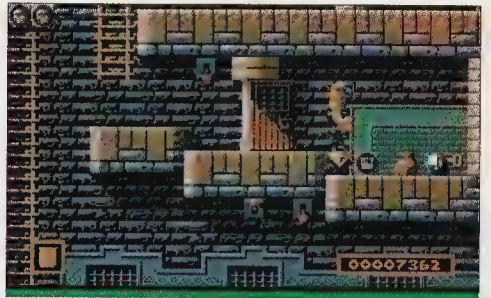
If you mean the clearing with two levers however, ignore the first one, punch the second to push it into a new position. This will stop a blade from blocking your path later in the game.

OH MY GOD

I have battled onto the fourth level of the Bitmap Brothers' new mega-brill (alright, don't overdo it – X) game, Gods. I want to know what are the best weapons to use to complete this level and when or where should I use the shield potion to gain maximum protection. Also are there any software companies working on CD-ROM games for Atari's own CD-ROM system? Graham John Lewis, N Ireland.

Dr X: There are two different ways to obtain weaponry when playing the fourth level. The first is buy three lots of maces. These are useful as you will need to destroy the crumbling bricks later on.

The other way is to purchase the big battle axes and fireballs. The fireballs will slowly break up the blocks and the axes cause the most damage to other creatures.



When starting level four, select the maces which will allow you to destroy the blocks. Alternatively choose the fireballs and the battle axes

Finally, you can use the shield just about anywhere to good effect.

As for the ST CD-ROM, I'm not sure. I know that software houses like Psygnosis are concentrating on the Commodore but they may progress onto Atari's system.

COOKIN' KOOPA

Dear Tefal person, the end boss on Super Mario World is a bit hard (I can't seem to hurt him) so if you have got a guide to kick his butt please could you print it.

Ben Jackson, Halifax.

Dr X: If you talk to me like that I won't give you anything, you cheeky little ***! Anyway you've come to the right place to ask about Mario World.

The last guardian, Koopa, is not that difficult to beat when you know how. When he throws the small creatures at you, jump on them by pressing button B. When they are stunned, pick them up by holding down button Y. When Koopa flies over the top of you, let go of button Y and push up on the joy pad.

This will send the creature up in the air and will hopefully land on his head. You have to repeat this six times, and every two times he attacks with a new strategy. You will also have to avoid a shower of fireballs that fall down screen after every two successful hits. It may take a couple of times to do it, but it's worth it just to see the end sequence.

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

Paul Rigby here once more, to lighten your days, bring forth happiness where gloom once lay, to throw back the curtains of despair and shout, "Hurrah! - the console column is back again!"

CAN OF WORMS

Following the CES report last week here's another glimpse at the can of worms that was opened in the Consumer Electronics Show that took place in the Windy City.



Apart from the redesigned Super Famicom there was a small mountain of software on show including the eagerly awaited Sonic the Hedgehog. Toe-Jam and Earl is a clever quest game with two hilarious characters who fill up on junk food and meet all kinds of weirdos.

This game has a great rap-style score and animation. Another is Fantasia, bigger, better and more difficult than Castle of Illusion and, speaking of Disney, a Donald Duck game.

Decap Attack is a new Bonk-like headless character - strange and then there was Alien Storm, Golden Axe II, Mercs, Midnight Resistance and an interesting Final Fight clone.

MORE WORMS

Third party companies were showing some excellent games this year for the Mega Drive. Vapour Trail from Renovation, Raiden from Bignet and Twin Cobra were three shoot'em-ups catching the eye.

Namco's Marvel Land is another Mario-type game packed with 8 megs of gameplay, while Rolling Thunder 2, with a one or two player option is light years better than the original.

Renovation had other interesting games including



CONSOLE CONNEXIONS
59%
RATED

GAME: CAVENOIRE
MACHINE: GAMEBOY
PRICE: £21.00
SUPPLIER: PC ENGINE SUPPLIES

Battle raging crabs, tussle with man-beating beetles, dice with fire monsters and bats with sharp teeth, discover treasures and wealth!

Cavenoire is an RPG which emphasises the hack 'n' slay and treasure finding aspects of the genre rather than any sort of character interaction and will be more appealing to the action oriented player.

You begin the game with a selection of which of the two characters you wish to play. Then it's off to the 'area' screen where you choose which deeper dungeon section you wish to explore. Once that's out the way you will be shown your stats. After this screen you will be given four potions or spells to help you on your way.

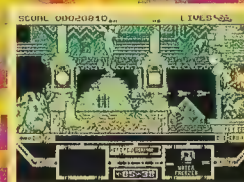
Then it's off to the dungeon. One room at a time is shown on-screen. This normally shows a monster, a treasure and an exit plus some obstacles in the way.

Cavenoire is not the most exiting game I've ever seen and lacks gameplay. Sound is good, graphics are okay but the game doesn't have a decent objective.

Arcus Odyssey, a Zaxxon perspective RPG and El Viento a "different" running/shooting game where an alien female character is sent back in time to battle Al Capone and other gangster-type 20's setting.

WORMS PLUS

Electronic Art's booth was crammed with new releases. NHL Hockey, Shadow of the Beast and Killing Game

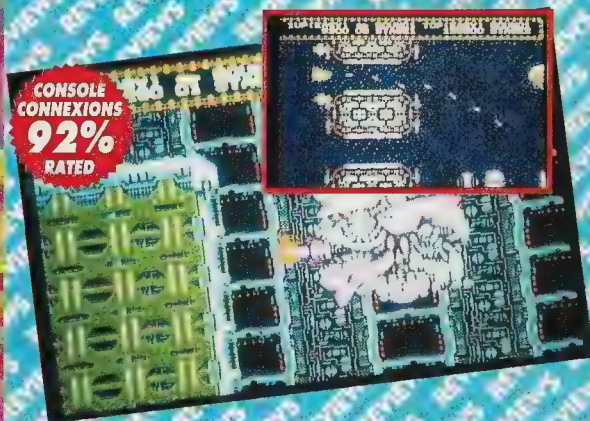


Show - the later two from the UK's own Psygnosis.

Taito had Ultimate Qix, Saint Sword (a great sword-wielding scroller) and a one or two player

beat'em-up called Thunder Fox.

GAME: ZERO WING
MACHINE: MEGA DRIVE
PRICE: £37.00
SUPPLIER: ELECTRO GAMES



CONSOLE CONNEXIONS
92%
RATED

Zero Wing for the Sega Mega Drive is an excellent outer space shoot'em-up based on an older coin-op. Similar in concept to R-Type, Zero Wing features huge end-of-level guardians, fast action and a beam which may be powered up and used to capture enemy fighters.

By pressing and holding the fire button, a tractor beam will be emitted from the front of your craft. If enemy ships are touched by this beam they will be held captive before your ship.

This also acts as a shield which will deflect your opponents shots and missiles. In addition you have two out-rigger craft who flank your vessel and add to your firepower as they rotate and blast away with the same type of weapon that your main ship fires.

These parasitic craft are also useful as shields for enemy fire. In addition,

they will pull themselves close to the hull of your ship when you have to squeeze through a small space so you don't have to worry about damage.

The standard enemies you face are numerous and pretty large. Especially impressive are those end-of-level guardians which are half-machine and half monster. One, for example, looks like a dragon's head with metal plates. Naturally he breathes jets of fire from his mouth.

The levels range from missions in deep space to the evil mechanised bases of the alien war machines. The graphics are clear, detailed and very colourful while the sound pulls you into the heart of the battle.

Zero Wing is a thoroughly enjoyable game that can be highly recommended to all Mega Drive owners.

BIRD'S PARADISE

On the role playing front, Phantasy Star III – appearing very quickly after the immensely successful second part – was exhibited alongside Shining and the Darkness.

RPG conversions from computer included Starflight (vastly upgraded from the computer original, apparently), and The Immortal (a sort of cross between adventure and arcade but more oriented towards the puzzle side of affairs). Might & Magic II was also performing, this is an ideal console conversion of a typical hack 'n' slash role player, full of colourful scenery and tons of animated monsters to bash.



OCEAN'S TIDAL WAVE

Ocean is bursting at the seams with new releases. Robocop, Navy Seals and Mr Do are to appear on the Game Boy, while New Zealand Story and Rainbow Arts will hit the NES. All of these games should appear around Christmas time.

Next year, Darkman – due any day now on computer – is to be converted to the NES along with Robocop 2.

Being converted for Psygnosis is Lemmings on both NES and Game Boy. To appear in the first quarter of next year, Lemmings may have slightly fewer of the actual little beasties but promises to have all of the gameplay of the game that's taken the computer 16-bits by storm.

OCEAN'S FILM LICENCES

Hudson Hawk, to appear next year on the NES, is one of Ocean's two big film tie-ins. Bruce 'Die Hard' Willis plays Eddie Hawkins, also known as Hudson Hawk, who just got out of prison after a 10 year stretch.

He's vowed to give up his illegal profession as the world's greatest cat burglar. However, a couple of 'persuasive' people, who dabble in blackmail, make him change his mind.

The second big tie-in is Hook, on both Game Boy and NES. Hook is that blockbuster, star-studded movie from Steven Spielberg that tells the Peter Pan tale. A March or April '92 release is expected on this one.

DAMP SQUIB?

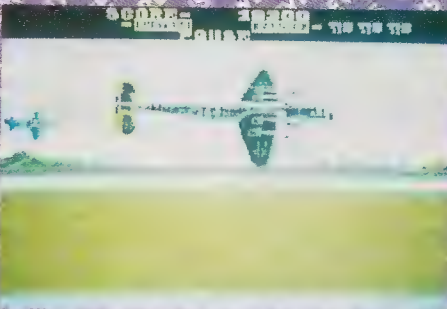
Here's a surprise – Hunchback of Notre Dame on console! Remember this one? Is Ocean serious? Yes, ye olde, ancient and downright aged arcade game is to be converted to the Game Boy and, just to spite me will probably be an enormous hit.

CD PUNCH-UP SHOCK!

Fists were flying, blood was spilling and Mario dolls were being torn limb from limb on the Nintendo stand at the CES following the company's announcement that it would not be releasing a Sony-based CD for the Super Famicom. It would, instead be using a Philips version!

The Philips CD add-on will support CD-ROM XA hence it is possible to produce a disk that will run on the forthcoming Philips CD-I machine as well as the Famicom CD add-on. The systems will both have different processors, so two sets of programs will be

GAME: FIRE MUSTANG MACHINE: MEGA DRIVE PRICE: £37.00 SUPPLIER: ELECTRO GAMES



Fire Mustang is the brand new shoot'em-up for the Mega Drive from Taito. Rather than taking you into the future to fight off alien invaders, Fire Mustang takes you back through history to battle relentless enemies in the WW2 era.

While the enemy is not equipped with plasma cannons or any truly amazing weaponry, you will be challenged by the sheer number of enemy planes. They seem



to come from everywhere on the screen, and you will so you will need fast reflexes to make it through.

Fire Mustang has incredible graphics. The parallax scrolling is taken to new heights with almost 20 different layers of scrolling.

During your flight you will fire a constant barrage of bullets towards the on-coming aircraft and, in addition, lob a stream of bombs towards the ground targets that include tanks, anti-aircraft guns and gunboats.

Although not quite having the appeal of Zero Wing, Fire Mustang is still a recommended shoot'em-up.

GAME: BOMBER BOY MACHINE: GAME BOY PRICE: £21.00 SUPPLIER: PC ENGINE SUPPLIES

In this new Hudson Soft game for the Game Boy you play the part of Bomber Boy trying to destroy an evil fortress filled with multiple rooms. Each room represents a level where you must use your bombs to clear away blocks that impede your route to the exit. There are power-ups under some blocks to help your progress.

You also have to contend with enemies who can be blown to tiny pieces with a well-placed bomb – the idea is to time the bomb so that it explodes when the enemy

is in range. However, you must drop the bombs and run before it knocks you out too!

Bomber Boy is a good game only when the two player mode is used, a fact that is reflected in the final rating.

As a one player game I couldn't get very excited about it. When you have got other players dashing towards the exit, it really makes the whole game a lot more challenging.

There have been quite a few puzzle games on the Game Boy – sometimes it seems that puzzle games are the ONLY games you see on the Game Boy – but Bomber Boy's competition is, on the whole, better implemented.

Bottom line? Buy it for the two player option or buy another puzzle game instead.

CONSOLE
CONNEXIONS
70%
RATED

needed. Most of the disk is audio and images anyway so no real hassle is promised.

Understandably, with everyone expecting Sony to announce a Famicom CD add-on, the electronics giant was none-to-happy at the Nintendo/Philips news. Upset is an understatement – in fact Sony officials apparently lost their rag on one or two occasions.

One of the reported reasons that the deal fell

through was because Nintendo was not happy with Sony's plans to create games based upon Columbia Pictures movies.

Thanks to:

Electro Games, 2 Overton Drive, Wanstead, London E11 2NJ. Tel: 081 530 8246

PC Engine Supplies, The Village, Newcastle-under-Lyme, Staffs ST5 1QB. Tel 0782 712759

So, exactly what do George Stephenson's Rocket and Pegasus the mythical winged horse have in common? Surprisingly enough, both were created in Stockton. While Optimus can't lay claim to inventing the train, it is rather proud of its first major 16-bit project, Pegasus.

Snapped up by software giant, Gremlin Graphics, the Optimus team consists of brothers, Jason and Darren Falcus; programmers, Neil Hill and Shane O'Brien; and graphic artist, Mike Muskett. I managed to catch up with the team and asked Jason a few questions.

When did you start writing games and what features in your back catalogue?

"Optimus was formed in February 1988. We were originally involved in producing a number of 8-bit budget titles for the likes of Code Masters and Players. Mainly stuff on the Amstrad and Spectrum, we also did a couple of titles on the 16-bit machines.

Among the games we wrote were SAS Combat Simulator, Powerboat Simulator, Pro Boxing and Fast Food on the Amiga and ST."



Winging their way

How did it all begin?

"I started the company with my brother, Darren, and then we took Neil on an ET scheme – he was really interested in learning how to program games. He already knew a lot about the Amiga so we just showed him a few games techniques.

When we thought he was good enough we took him on full time. We've done the same thing with Mike, the Graphic Artist, and Shane, our other programmer, is on the scheme now."

When did you start Pegasus and when will we be able to get our hands on it?

"The project's been going for over six months now, we started it around October last year. Everything's going pretty well and we should have no trouble in finishing it in time for August. We've got an extra month to write the ST version and have even written the scrolling routine for the PC."

Are there any arcade games that have inspired you with Pegasus?

"No, not really. We looked at other Amiga games like Shadow of the Beast II, we always thought they looked nice but they didn't necessarily play brilliantly."

Nick Clarkson journeyed to Stockton-on-Tees in County Durham, land of the Bishop Princes, but what other secrets does the town hold?

The game features a strong shoot'em-up element, but where are the alien invaders?

"We wanted to do something a bit different to the usual run-of-the-mill shoot'em-ups you see. Our original graphics artist had a healthy imagination and was heavily into the fantasy scene and we wanted to show off the Amiga's capabilities with a really good parallax scrolling game."

In addition to the shoot'em-up element, isn't there a platform-style scenario?

"Yeah. At the end of each flying section the horse lands and your guy dismounts. The game then turns into a

platform-style game with a touch of hack 'n' slash just for good measure. We'll also be hiding a few puzzles and extra rooms in there but that'll be for the player to discover.

We had planned to include a third style of gameplay.



Pegasus features two distinctive styles of gameplay. The platform-style levels also contain a fair amount of hack 'n' slashing too. Players will also be rewarded with secret rooms if they decide to explore the landscape





to success

Optimus are (left to right): Shane O'Brien, Mike Muskett, Jason Falcus, Neil Hill and Darren Falcus

where you'd view Pegasus from above as you flew through a canyon style set-up. Eventually we decided to leave that out and save it for another day."

How many stages are there going to be?

"Originally we planned to do 12 levels but Gremlin wanted to offer the games player even more value for money, the game now features 50 levels!

There will be five different worlds, each comprising of 10 levels – five flying and five walking. Naturally we've included a really mean end-of-level guardian in each world."



What about the obligatory weapon systems and upgrades?

"When flying Pegasus you'll be able to use four different strengths of fire power plus a sort of smart bomb. These can be gained by killing the various monsters and collecting the crystals they release.

We've decided against offering any type of ranged weapon on the hack 'n' slay level – it'd spoil the action. Instead we're thinking about shields and that sort of thing."

Many games don't reward the player with a significant winning sequence. What will players who finish Pegasus get to see?

"The game will begin with a fully animated sequence telling you the story behind the game and informing you of your task. I'm not going to tell you what happens in the end sequence, but it will be worth completing the game for."

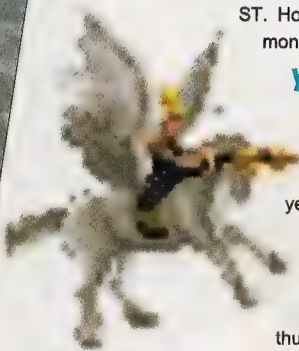
What programs and packages are you using to create the game?

"We actually write the game on the PC using a PDS link-up. The advantage is there is that if the machine crashed, you wouldn't have to spend too long loading the code back in.

The sprites and backgrounds are built up in Dpaint on the Amiga and we like to create the foregrounds with OCP on the ST, mainly because it has an excellent map editor."

What problems have you encountered so far?

"In the original design we were going to have Pegasus flying in both directions, a bit like Defender. Unfortunately the action was too slow and it didn't really



work so we opted for the one-way scroll.

The parallax could prove a little more tricky on the ST. However, we've allowed ourselves an extra month to overcome any possible difficulties."

You've got the programmers and graphic artists, what about a musician?

"We haven't actually begun the music yet but when we do we'll be using a freelance musician from Gremlin. The music will be in keeping with the fantasy theme and we'll also include a number of samples – stuff like crashes of thunder".

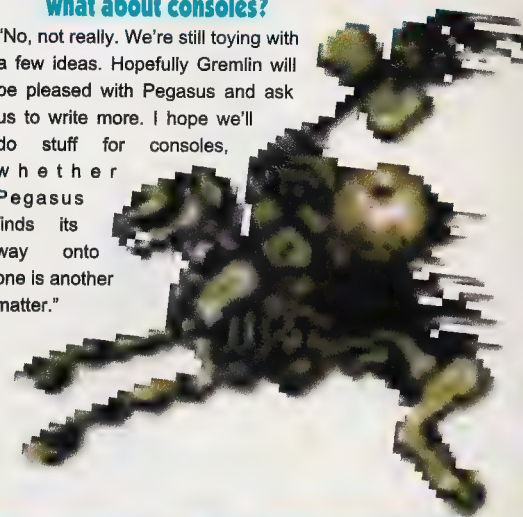
You're writing Pegasus for Gremlin Graphics, how do you get on with software publishers?

"It's great to be writing stuff for such a prestigious company. The guys there really look after us. They can appreciate we'll run up against problems and always come up with suggestions.

However, if we tell them that we can't feasibly implement something they're very understanding."

Any clues to what your next project will be, what about consoles?

"No, not really. We're still toying with a few ideas. Hopefully Gremlin will be pleased with Pegasus and ask us to write more. I hope we'll do stuff for consoles, whether Pegasus finds its way onto one is another matter."



Flying high above the mountain tops you must kill off any on-coming nasties. Extra power-ups can be collected and used to either improve your weapon or add an extra life

ARCADE EXTRAVAGANZA

Licensed characters and game themes play a major role in the coin-op sector, primarily for video and pinball products. This week I thought I'd take a break from game reviews and get a little more philosophical.

I'll start with **Bart Simpson**. Presently the world's most popular cartoon character, face on a million items of merchandise, blossoming pop star and now looking like a video game hit.

No matter what you think, Konami has got it right in securing a licensing agreement to use the Simpsons family in a video game environment. Prior to that it hit the bullseye with a similar move in making four turtles video game heroes.

Already pundits are predicting that The Simpsons will be bigger than **Turtles**, so the pot of gold will be even more lucrative. Atari has recently followed the creed with the launch of **Batman**, using the hit movie as its theme.

The logic is that certain characters have major pulling power. Most people know The

Simpsons in some shape or form, the same for Turtles, Bugs Bunny etc etc.

But it doesn't always work, so is the licensing of characters a sure fire route to game popularity? If so, is the future of game success dependent on the regular appearance of characters such as Bart?

The answer to the above questions is firstly possibly, but don't stake your life on it, and secondly, no.

There is really no doubt that licensing a certain character or even theme will create an extra level of interest among the players, which will translate into more takings in the cashbox.

The word is that there are several more licensed projects in the pipeline from the manufacturers, so the short term future at least for this looks very strong.

But the future success of video and pinball should not be dependent on the creative genius of companies like **Warner Brothers, Universal, Walt Disney** et al.

Sometimes licensing can fall flat. Characters have to be combined with good game ideas. So when it works it really works, but it can go spectacularly wrong. Sega's **Moonwalker** using Michael Jackson is an example of this. The game came with much hype, Jackson himself seems universally popular, but the video game, almost inexplicably, quickly bombed.

As a rule of thumb, using a licensed theme or character will guarantee the initial impact of the product, but the game itself has to stand on its own two feet as well. In this business it is the takings in the cashbox which define how good a game is.

It is probably fair to say that a licensed product will not demonstrate the same longevity as a standard hit video. Although Konami has proved an exception to this with both **Turtles** and **Aliens** over the last year to 18 months. But it is quite easy for a licensed game to be nothing more than a five minute wonder.

But do videos based around a

central character have to rely on creative sources outside the amusement industry? If a recognised character placed within a reasonable game is more pleasing to play, and it probably is, should licensing be the only route to follow?

It has been demonstrated by Nintendo, creator of the **Mario Brothers**, that it is possible to create from scratch a whole new character with long term appeal with further spin-offs in merchandising and all the other paraphernalia that accompanied Turtles and The Simpsons. All the major manufacturers are believed to be looking to create their own corporate brand characters and emulate the success of Nintendo.

Moonwalker - surprisingly not a great arcade success

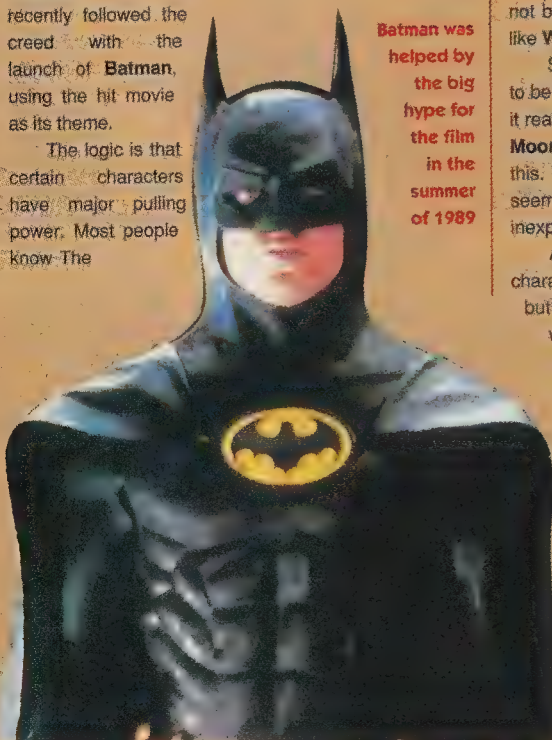
It can be done. But licensed characters or themes do carry with them the advantage of marketing back-up and hype on tap, making the job of the video game creator much easier. So for now, welcome Bart Simpson and family, but a wise head will be keeping a watchful eye on the future.

**TEENAGE MUTANT HERO
TURTLES**

Put Turtle Power to work for you! It proved a virtual license to print money for Konami



Batman was helped by the big hype for the film in the summer of 1989



This week's item comes from Chichester. Micro Mayhem is a small, well stocked shop situated in a popular shopping mall. So what's selling and what's hotly-awaited? We get the answers straight from the horse's mouth.



STREET TALK

Sheila Smith (ladies don't give their ages)
I've just got a Sega Master System which I share with my family - I'm actually buying James Pond for my husband's birthday. The family are so mad about the Sega that I hardly get a look in.
At the moment I'm really into Mickey Mouse. I enjoy cartoon-style games, but they've got to be challenging as well. I'd much rather play comical platform games than strategy. Magazine-wise I've started buying your *Games-X* - at 60p it's pretty good value.



Nathan Boyd (15)
Working at Micro Mayhem on Saturdays and after school is great. Most of my mates have got a computer or a game machine and so they come in at some time on a Saturday to check out what's been released.
I've got an ST myself and I like all sorts of games ranging from shoot'em-ups like Xenon II to sports games like Kick Off and even strategy like Populous. This job's great cos I get to see the games first (not before us though - Ed). Lemmings is my favourite at the moment.



Tim Aiton (15)
I cycle from Worthing (15 miles) to Micro Mayhem most Saturdays. There's a good range of software for my STE. I upgraded from an STFM for the extra colours and better scrolling and so I look for games that support the STE. Sadly, there aren't many that do. I like fantasy role playing games, anything that you can really get into - escapism. I like the Sierra range because of the characterization and excellent stories.



Chris Williams (45)
My very favourite games on the ST at the moment are Gods, Hard Drivin' and Kick Off II. I've got an ST and my eldest lad has got a Master System. I also enjoy games like Populous and Sim City - I play Populous for hours. We buy Sega magazine and occasionally the One (what's wrong with *Games-X* may I ask? - Ed). I'm saving up for the Game Gear at the moment. I also like playing conventional role-playing games with lead figures.



Kevin Donahue (14)
At the moment I own a Speccy, but there's less and less software available for it. I tend to buy budget software. I'd really like to buy a Sega Master System because the games are great.
I love football games such as Kick Off 2. If I get the Sega I'm looking forward to playing arcade-style games such as Xenon II and Turrican - I like a good blast'em-up.



SHOP TALK

Mathew Chard, manager
We have a good cross-section of customers who are after a variety of things. Generally, the younger people want games for consoles, hand helds, Amiga and ST.
However, Chichester is a town full of accountants and solicitors and so we have older customers who regularly buy games for the office PC.



Top 10 best sellers

- 1... F19 Stealth Fighter
- 2... Lemmings
- 3... Gods
- 4... Turrican
- 5... Hard Drivin' II
- 6... Lotus Game
- 7... Kick Off II
- 8... Super Cars II
- 9... PGA Tour Golf
- 10... Super Monaco GP

The hand held business is increasingly popular. The Game Boy was the best seller, but with the Lynx dropping in price, it certainly looks like a more attractive buy. Judging by console software sales, I would say the Sega Master System is the most popular.

The 16-bit sales, especially Amiga, are still strong. But the customers tend to go for the best such as Populous, F19 and Lemmings.

We have to keep up to date by reading computer mags. I tend to buy a multi-format mag like *Games-X*.

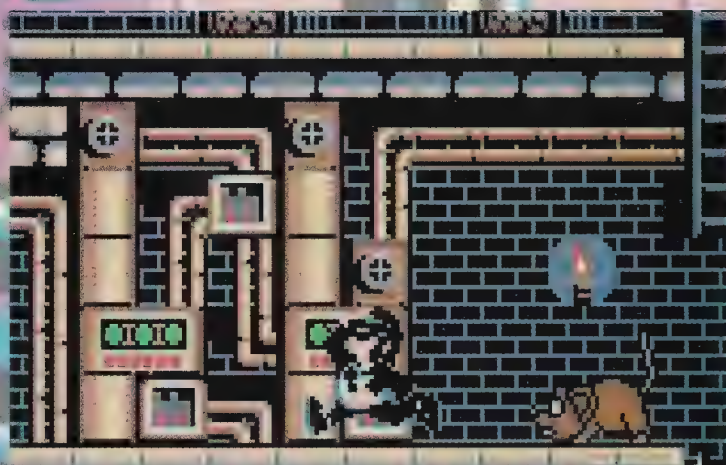
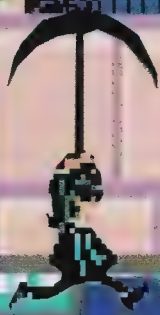


The Kilborns
We bought the boys a Commodore 64 for educational reasons, but it soon became obvious that this was the last thing the machine was going to be used for. We actually encourage the boys to play games - it's more constructive than watching the box.
We visited my brother last week and he's got a Game Boy. Well, I started playing Tetris and I couldn't put the thing down. We're thinking about buying a hand held, the Lynx looks good at £79.00 and it's colour - I'm very tempted!

Neil Ramsay
I work for IBM so I suppose there's no prizes for guessing what machine I've got at home. I've only just started to use it for entertainment, because when you're surrounded by computers all day it's the last thing you want to use in your spare time.
I've started to play chess on the PC (it's a start I suppose - Ed) and now I'm looking at strategy games and sports simulation. I'm keen to get the kids interested in the computer and I guess this is the best way of doing it. They've got a BBC for school work.



Jason would like to apologise for the slight blurring on some of these photos. The girls would just not leave him alone and kept jogging his camera hand.



Sneak

BLUES BROTHERS

Arguably, the most popular cult movie of all time, the Blues Brothers still manages to pack out the cinemas at late night showings. Now the movie is being turned into a game and Jason Spiller checks out what's predicted to be the hottest movie licence game this autumn.



Don your shades, click your fingers and chill out with the Blues Brothers! The movie which combined the talent of the young Dan Ackroyd and the late John Belushi.

state-of-the-art platform game and creating some terrific graphics and animation.

CUTTING THE RED TAPE

Considering the popularity of the movie it's surprising that this licence has taken so long to be turned into a game.

But due to a web of copyright red tape, it has only been recently that it knew what could and could not be used from the movie.

The reason seems to be that a licence as marketable as the Blues Brothers has more than one claimant to a piece of the action. Now, Blues Brothers - the game, is being designed by an in-house development team at Titus in France.

Vincent explained: "The licence is signed with Broadway Video. Of course, we can use the Ackroyd and Belushi characters, and of the music which is so prevalent in the movie, we can use the main tunes, the Peter Gunn Theme and Everybody Needs Somebody will be included."

I caught up with the design team, minutes after it had emerged from an all-night meeting. Tucking into croissants and coffee, as you do, I asked project manager, Vincent Pargney, what stage the project was at?

Although the team can use the characters, it must steer away from many elements of the film script. I asked Vincent if this was causing problems?

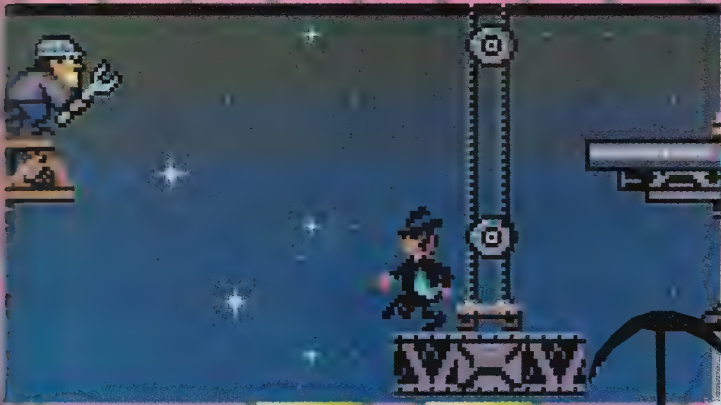
"We have already been working on the game for six months and we still had not firmly decided on the gameplay and scenario. So the purpose of this meeting was to sit together until we had agreed on that, however long it took."

"On the contrary! I think that most of the movie licence games that have tried to stick to the script have failed miserably, simply because film is one thing and a computer game is something else.

For six months, the team has been concentrating on the bones of the game, designing an intricate engine to run this

We can do what we like with the characters and we can incorporate enjoyable and playable gameplay





Preview BROTHERS



scenarios, rather than struggling to tell the story. There is a loose storyline, whereby you must get the Blues Brothers on stage for a concert at the end of the game."

The game is being developed on most machines, including 16-bit, consoles and hand helds. I asked how the team intended to make the game appeal to such a wide audience?

Project co-ordinator, Jean Michel: "First, we've got these great characters who everybody knows and loves, and we're aiming for platform gameplay as strong as Mario Brothers - we're all Mario mad and so I guess you could say the game is our main influence."

Graphic artist and Amiga designer Olivier Conado continued: "The design of the main sprites and the way they animate is really important.

Ackroyd was much smaller and slimmer than Belushi and so in the game he'll be able to move faster and jump higher. The animation for Belushi is more lumbering, but he will be stronger. We love the way they move in synchronization - that's great fun.

OUT FOR THE COUNT

Based on what was decided in the meeting, the game is going to be five massive levels, each the equivalent of 50 screens.

Vincent described the game so far: "You start off in a large department store, and you've got to take lots of elevators up to the roof."

Two people will be able to control each character and, as in Super Mario, you'll be able help or hinder each other.

What sort of enemy can we expect? "The enemy are hilarious, but they're designed to be very difficult to overcome.

In the store, old ladies with trollies get in the way, waiters throw plates and these hard-nut rockers chase you throughout the level."

Will the Brothers be armed? "No, you will have to identify possible weaponry, such as boxes to throw at the enemy - it seemed inappropriate to have them throwing a constant flow of ninja stars or battle axes. There will be many things to collect such as; musical notes, teddy bears for extra energy and records."

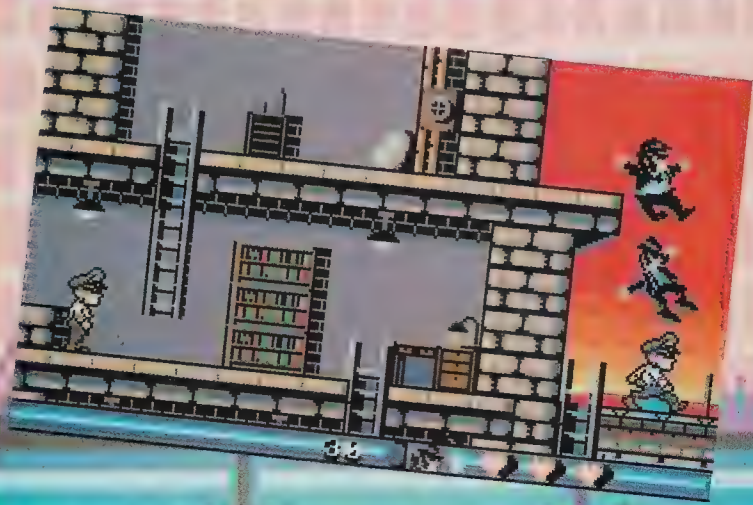
The game will move into a warehouse, a prison, the sewers and finally the town where you must get them to the concert.

Olivier explained their approach to the game's design: "We're trying to use original elements, such as avoiding acid baths. In one level, the enemy takes the form of graffiti artists who try and squirt you with their paint.

My favourite design is the Prison Level, where you've got to avoid scorching hot showers, and there are these crazy doctors and psycho prisoners chasing you. In one scene, you've got to jump over the prison bunkbeds to reach the roof and escape."

The team will be working non-stop on the Blues Brothers, throughout the long, hot summer months to meet the deadline.

Check out the fruits of its labour this autumn - the game promises to be something well worth waiting for.





GO-GLOBAL

Go-Global edited by Leslie 'there's no business like show bizness' Bunder

MUSIC... Masses and masses of fab and funky sounds have been making their way into the GX offices. First off, those



masters of the eccentric, **Definition Of Sound** have brought out a real corker of a debut album. **Love and Life: A Journey With The Chameleons** contains their two singles, **Wear Your Love Like Heaven** and **Now Is Tomorrow**.

If you are looking for the definitive dance album this year, then **DOS** have produced the goods, 11 tracks taking you from rock to pop, through to hippy shaking and electro popping, get down to your nearest record store and get the good groove.

Check out **DOS on tour** starting June 28 in The Leadmill, Sheffield and finishing July 7 at the Marquee, London and covering other major cities in between.

Just been listening to the new **KLF PD** demo, **Last Train To Transcentral**. If you are looking for one of the funkier demos around, check this out. It's an accurate Amiga version of The KLF hit song in perfect sound quality. Available at most leading PD libraries.

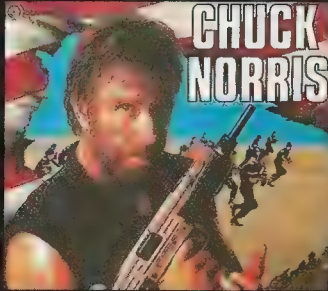
Other summer releases include **Michael Jackson** and his **Dangerous** album and **Guns N' Roses** **Use Your Illusion 1 and 2**.

MOVIES... Now that the **Cannes Film Festival** is over, what goodies can we expect over the coming months? The answer is tons and tons of motion picture mayhem. **Bruce Willis** looks likely to play **Buffalo Bill Cody** in **The Epic Adventures Of Hickok and Cody**.

Out nationwide very shortly is **Leslie Nielsen** in **The Naked Gun 2.5 - The Smell Of Fear** (15). If you laughed to the point of gut busting and cried out in ecstasy (steady on there Leslie - Ed) to **The Naked Gun**, get ready for more crazy movie action.

The **Comic Strip** are at it again with yet another controversial comedy, **Kill The Pope** (15) starring **Robbie Coltrane**. The film is all about, er... killing the pope.

VIDEOS... **Chuck Norris** is back. **Delta Force 2** (18) has our hero **Chuck** out to rid the world of Columbian drug baddies after **Chuck's** best-friend is bumped off. Lots of action, quite a few killings and **Chuck** being **Chuck**



means **Delta Force 2** gets an **Uzi** rating of 10 out of 10.

TV... Satellite TV station **Lifestyle** will be screening a **Princess Diana** special on 1 July at 3.10pm. Called, wait for it... **Princess Diana - A Celebration**. So will **Di** be admitting her love for **Mario and Co**, or maybe the fact she's got a **Super Famicom** for **Wills** to help him to recover.

InDEED!

What is life really like in the **Pizza** world, well the gals in **Mystic Pizza** surely know the answers and they're quite cute as well!

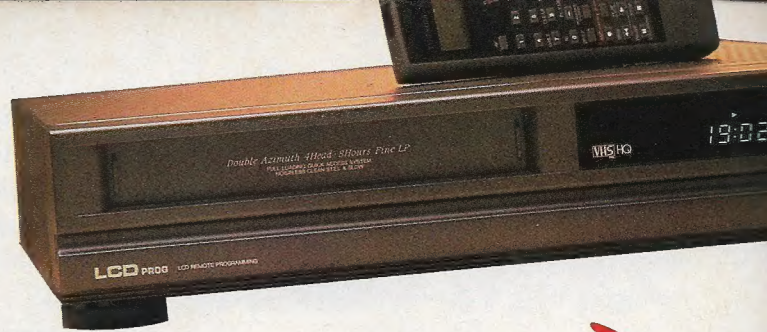


If you think of yourself as an international bright young thing, then take a peek at the latest **Moving Sound** radio cassette recorder from **Philips**. The **AW7298** features two cassette decks for non-stop music playback, 20 watt music power output for sound trashing mayhem and built in condenser mic for recording outside sounds. There's also a three band equaliser for getting the sound right and of course **FM** radio for tuning in to the hippest radio shows in town. As a sound system to take around town, the **AW7298** is ideal as you will be looking good moving and a grooving. Priced around £60 from all good outlets.



Want to get yourself a free top 30 cassette? Then all you need do is collect the tokens from special packs of **KP Hula Hoops**, **Skips** or **Discos**. Get yourself 36 tokens and stake your claim to the cassette of your choice. Be quick though, as the special packs run out at the end of July.

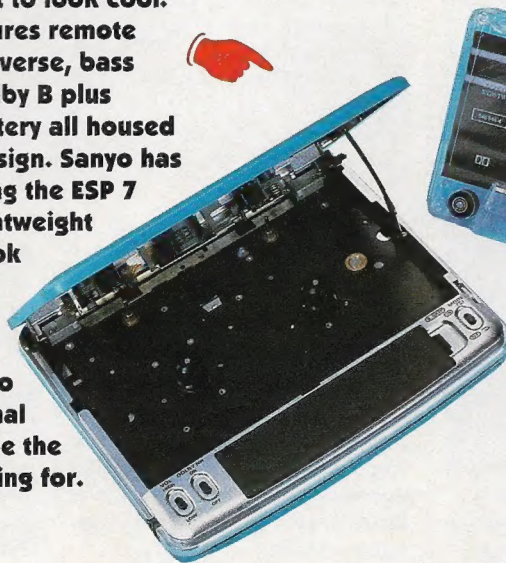




Those clever people at Toshiba have brought out a video cassette recorder with LCD handset programming as well as on-screen confirmation. The V-411B retails at around £360 and offers long play recording and playback, 365 day timer, digital tracking, five speed picture search, one touch record and child lock. The V-411B was made in Germany and is certainly one video which will last a long time. Check it out.

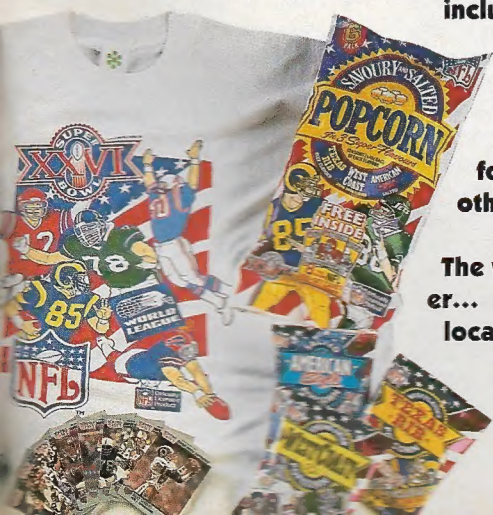
Sanyo has just brought yet another wild personal stereo for people who want to look cool.


The ESP 7 features remote control, auto reverse, bass booster, Dolby B plus rechargeable battery all housed in a slick '90's design. Sanyo has aimed at making the ESP 7 as slim and lightweight as poss. Look good, look fab and take a look at the ESP 7 the next time you go to check out personal stereos, it might be the image you're looking for.



With the summer season coming up quickly what could be finer than wearing some fine Fred Perry threads. This summer's collection keeps up the Fred Perry reputation of offering high quality cotton clothes to chill out in. There's a variety of clothes to choose from; trousers, polo shirts and jumpers. Whether it's for lounging about, playing games in the arcades or just raving, then Fred Perry will give you a cool, clean-cut look.

Watch out for the latest in snacks. Now you can buy savoury flavoured popcorn. There's a variety of fab flavours on offer including spring onion, nacho cheese, beef flavour and good 'ol salted. All packs on offer at the mo come with a special promotion offering T-shirts, football cards and a whole host of other exciting things to make you go out and eat tons of pop corn. The verdict on the popcorn, it's um... er... interesting. So pop down to your local supermarket and check out this wacky pop corn.



 Didn't we have some screwballs write in this week! This is just what I like to see – nothing too serious in this cold hard world of ours. Something to give us a bit of a chuckle in those quiet moments on freezing summer evenings. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

SCOT SAYS



I am really impressed with Games-X, but I would like to make a few points (here we go again, armchair experts – Unc).

Don't be such a wet blanket, Unc! When somebody asks you to venture an opinion, give it, everyone is entitled to their own view – even you. Go on, live a little!

Keep Go-Global (did I ever say I was going to scrap it? – Unc) it's a good talking point to strike up conversation with those who know nothing of the joys of gaming.

Finally, why not set up a dating agency for those lonely hearts addicted to their computers – uncles are supposed to do these things! You can start the ball rolling by setting me up with Caroline Machin (why, who's she? – Unc).

I've provided you with my address just in case you want to give me a job.

Scot Symonds, Norwich.

By 'eck this lad's got some gob! I'm afraid you're not good looking enough to work on Games-X, Scot – someone less fussy might offer you a job, though.

So you want me to express true and honest opinions on kit. Fact is I do that anyway, I just try to balance the pros and cons and leave you to make up your own mind. Believe me, if I thought something was a heap of garbage I'd tell you!

Make your own women arrangements you lazy tig – mind you from the state of your photo I would imagine you do need help catching the lassies!



LETTER FROM A LASSY

I like X-it as it is more light-hearted than other computer magazine letter pages (don't I just love letters like this – Unc).

Keep Go-Global whatever you do, it's terrific. In issue six Leslie Bunder asked what end to start the Jelly Tots. Well, if you look in the top left hand corner, it says tear here with little arrows (there you go Boy, easy eh? Just where you'll get the little arrows from I don't know! – Unc).

Please can you straighten out your games reviews. It's difficult to read them on the side especially when they're not the same way round. I like the length of them though (glad you like something about them – Unc) – a taster of the game with a rating, just right!

I also liked your article on girls and

computers. Thank goodness someone recognises we exist.

Can you let me know more about Sonic the Hedgehog, I think he looks a bit good. Oh, and where can I get some details on the SAM Coupé.

I liked the football match report, can you let me know about any future matches. In fact I enjoyed the mag so much I'm going to place a regular order for it at my newsagent.

Melanie Taylor, Bury St Edmunds.

Great to know that the ladies read Games-X.

So you don't like the reviews on their sides. Admittedly the printers messed things up in a couple of issues by placing reviews different ways round on a spread, but what's the hardship

RAPPIN' RABBI



Yo, shalom dudes, I'm MC Rebee, the world's first Jewish rapper and I'm a major fan of Games-X, especially Go-Global which is well kosher, in fact it's nearly as kickin' as me.

I've been reading it ever since the paper boy got mixed up and delivered it instead of the Jerusalem Post. I'd call it serendipity but the medical term is dyslexia.

I take it to synagogue on Saturday, cleverly hidden in my prayer book, and read it during the boring bits of the service. Unfortunately, there are so many boring bits, that I frequently get to the end of the mag before the end of the service.

Consequently I think you should increase the amount of editorial, by regularly adding an MC Rebee colour supplement, not only would this solve my Saturday morning blues, but it would allow me to read about my fave subject – MYSELF! (Naturally, I would be happy to provide the copy, for a suitably large fee).

Incidentally, I am currently looking for a major software house to market my new game – BAGEL ATTACK, if you are interested in this, or want details of where you can see me playing my Kosher House Music this summer, contact my manager on 081 958 9323. I'll even give a discount to people turning up to gigs, with a copy of GX (now I can't say fairer than that!)

May all your children do well in Super Mario World.

PS There aren't enough 8s in your phone number!

MC Rebee, Edgware, AKA Little Tel Aviv.



What can I say, talk about being upstaged!

Right then MC, I managed to get a software house interested in your game. KoshaWare will be contacting your agent in the near future for detailed design plans on Bagel Attack. They're not too sure about the name though and think maybe pretzel would go down better than bagel. If that's a sticking point I would go for the cream cheese angle.

My usual fee for this type of arrangement is 60 per cent of the royalties over the next 25 years. However, seeing as you're a religious man and that all the proceeds of the game will be going to your synagogue we'll reduce that to 55 per cent over 30 years. Can't be fairer than that, can I?!

about turning the page on its side – it certainly gives us more scope to give you a better looking page.

Sonic will be out on the Mega Drive at the end of June – watch out for a serious review of it in GX. You can get some details on the SAM by giving 0792 700300 a tinkle.

I wish more people would order the mag from their newsie. Just because it isn't on the shelf doesn't mean he can't get it for you – they really are quite helpful chappies.

PENPALS PLEASE

I am getting an Atari 520STE Turbo Pack in a few weeks time and I will want penpals for cheats and tips. So why doesn't your mag have a penpal page because I will use it!

Also on the front of issue six it says "Still only 60p". Does this mean that in the near future you will be increasing the price? Not that I am too bothered as you are practically giving the mag away anyway.

P Clavering, Bolton.

Do you want a penpal page? The only way I'm going to find out is if you let me know – opinions please!

LOVE IT!

Hello, this is Kevin Smith (get lost! – Dr X). I would like you to now that I have collected every Games-X so far, and I was wondering whether you could bring out a binder to keep the mags in.

Please let me no if you diside to bring one out.

Kevin Smith, Hemal Hempstead.

The answer is quite simply, we don't know. If there is enough demand we'll go for it – so do you want binders folks?

Good to see you use recycled paper, Kevin, how about recycling your dictionary every now and again!

EVEN BETTER?

I think your magazine is the best for value and much better than C*** (I just can't let you keep running the opposition down like this – Unc), but it could be improved in four ways:

- Free gifts.

- PC and Game Boy Gallup charts.
- A new way of rating games, eg marking them out of 100 or maybe 1000.
- More hand held reviews.
- You could also do more comps.

How about buying me an Amiga 500 and Game Boy, because my Dad won't! I will never stop buying your cool magazine.

C Hobcroft, Chester.

Want value for your 60p don't you!

- How about a Testarossa with every Games-X?
 - We do print PC and Game Boy charts, only both these are once a month.
 - If you want games scored out of 100 or 1000, why not multiply our score by either five or 50!
 - Don't you read our mag, we already do at least three hand held reviews a week.
 - More compos? How does one a week grab you?
- If you want some better gear go out and rob a bank, or better still, con your mum.

WHAT'S NEW

We've been reading your mag since issue two and we have both found it very interesting (only interesting? - Unc). Got a couple of questions for you.

When will the new smaller version of the Atari Lynx be on sale in this country?

Will the PC Engine GT ever be available in this country, and will the price go down to below £200?

Marty & Dick, Peterborough.

I've never had a letter from a "we" before, Siamese twins are we?

The smaller Lynx should officially be on sale in the UK later on in the year, but Atari is prone to change its mind, so don't take this as gospel. As for the GT, well, how long is a piece of string. NEC is saying nothing and it's unlikely we'll get any fresh news in the near future. Love to see it here though, at a price everyone could afford.

SIMPSON REQUEST

I am aching to know whether the Simpsons game is going to be the same as the the arcade one.

Arinze Walters, Greenford.

I don't think I'm going to give the game away on this one. Read our news pages and watch for the review.

CRAWLER

This is probably the best ever computer magazine I have ever read. Please excuse the grovelling, but I really need a snazzy Games-X T-shirt.

I think you review all the games really well. I love all the posters. Your magazine has made my life free and easy, especially X-it! The piccy is of me

making my TV debut in a children's programme.

Mark 'Snivvler' Penn, NFA.

Where do you live, Mark?

If you want a Games-X T-shirt go and buy a white one and paint the logo on yourself, you revolting groveller you! If you think I'm going to let everyone know who you are and what prog you're going to star in... - life can be a real drag!

A better quality piccy and who knows, you might have been a real star.

HEAVY STUFF

I've got an idea for a feature or two. What's inside the box of various computers and consoles (wow! - Unc).

I'm very interested in electronics (I bet you are! - Unc) and would like to see what's inside a PC Engine, Game Boy or Amiga.

Keep up the good work. No photo coz I've got enough heavy metal T-shirts (I thought you might - Unc).

Martyn Comerie, Nottingham.

Listen Martyn, there is no way I'm going to get someone to rip open all our machines just for your own self-gratification! I'm sure all the tech-heads would like to see the innards, but this is a light entertainment mag - you know for gamers. Do behave!

WHAT IS HE/SHE?

Is Dr X male or female? Why does he have a GBH sign on his groovy jumper? Where has all his hair gone?

Sorry about all the questions Unc, I'm just nosey. That reminds me we haven't seen you yet, so come on, what do you look like?

Alastair Imrie, Prestbury.

Someone from Prestbury, just up the road! (it's down actually - Dr X) For all you know laddie you might have seen me already, but if anyone would like to send in a representation of Unc, please do, we'll print the better ones.

Dr X is sexless. The GBH sign stands for Grey Balding Head. The hair fell out when the doc was all but a babel! (excuse me! GBH means Grievous Bodily Harm, so watch it, matey - Dr X)

OUTER LIMITS...

This is really more like it, lots and lots of letters. A few weeks ago I tried to start a Fiona Howarth fan club - no response. What's up doesn't anyone think our Fi is a bit of a cracker?

And what of the rest of the team? Are they not worthy of more attention than you miserable creeps want to give them? Who in your carefully considered opinion is the best reviewer? Write in and tell me what you think of the fan-dippy-dozzy Games-X team.

IN NEXT WEEK'S FUNKIEST MAG

★ What joy we have next week!

A single coverdisk

with levels of
Little Beau on
the Amiga and
Switchblade II
for the ST

★ Don't

despair 8-bit

owners coz if you

collect this and the two

subsequent coverdisks you'll get

a free game. Watch this space

for more details!

★ Exclusive interview with the

boys at Sensible Software on the

hottly awaited Mega-lo-Mania

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